TAKE YOUR GAME FURTHER™ BRADYGAMES

Chocobo's Dungeon 2™

Official Strategy Guide

This game has received the following rating from the ESRB.

EVERYONE E CONTENT RATED BY ESRB

for PlayStation®

SQUARESOFT®

GAME SECRETS!

Chocobo's Dungeon 2

Official Strategy Guide

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TAKE YOUR GAME FURTHER

CHOCOBO'S DUNGEON 2™
Official Strategy Guide

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Introduction

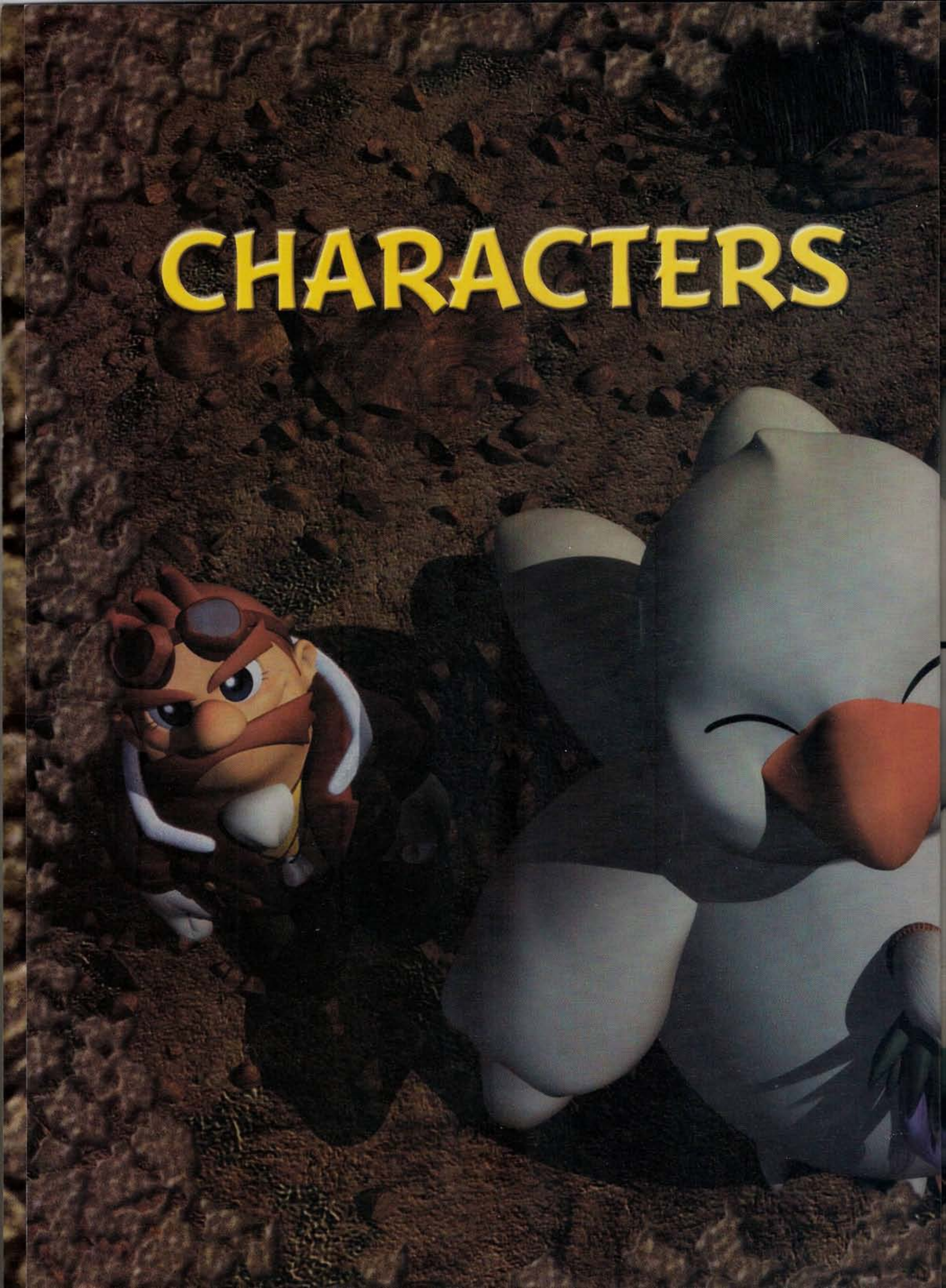
On a bright sunny day, Chocobo and Mog stumble across the entrance to what looks like a dungeon. The two adventurous friends enter and discover a dungeon unlike most others. It has disappearing staircases and randomly generated maps, and it's filled with unimaginable treasures.

So begins SQUARESOFT'S latest Adventure RPG, *Chocobo's Dungeon 2*. Filled with just as much intrigue and challenge as any FINAL FANTASY game, *Chocobo's Dungeon 2* is a little different in that you'll find yourself in dungeons more often than not. With ever shifting map layouts and plenty of incredible features to explore and learn, this is one adventure that promises to be unlike all others.

Because of the changing features in *Chocobo's Dungeon 2*, we've created a walkthrough that gives you the complete run-through of what you'll need before you head into each dungeon, what types of enemies you'll meet inside, and the events that take place during your journey. Because we can't provide a precise course for maps that differ every time you play, you should pay close attention to "Game Basics," so that you're familiar enough with the controls to roll with the dangers you'll face.

Good luck and enjoy!

CHARACTERS



Character Bios

Chocobo

A familiar sight to SQUARESOFT fans, Chocobo is inquisitive, loyal, and high-spirited. This fine-feathered hero can cast magic, claw foes, and use items to survive the dungeons. Your job is to learn how to use all of Chocobo's abilities to the utmost, including equipping him with Claws and Saddles to boost attack and defense stats.

Chocobo needs to do more than fight through the dungeons. With certain items, Chocobo can dig through walls to find special items and new passages, as well as capture Essences from the enemies that cross its path. Chocobo must also learn to rely on the kindness of his friends or helper characters to get the most out of each trip into the dungeons.

Mog

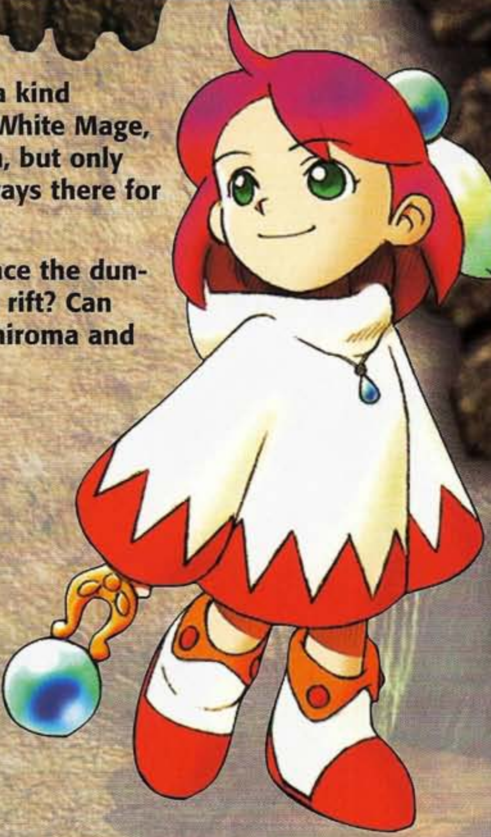
The money-minded Moogle, Mog, is Chocobo's companion throughout parts of the game. With his knack for rooting out Gil from enemies and some decent attack power, Mog is important for stealing items in dungeons and managing Chocobo's finances.

It is Mog's curious nature and interest in financial means that launches the pair's adventure at the Cape Dungeon at the beginning of the game. Trust Mog to take care of Chocobo in a tight squeeze once you reach the Village, but the Moogle's persistent interest in treasure and Gil can get Chocobo into plenty of trouble.

Shiroma

One of the only humans in the game, Shiroma is a kind natured girl with a talent for healing magic. As a White Mage, she can heal Chocobo during trips to the dungeon, but only once per floor. Once in the Village, Shiroma is always there for Chocobo if you need to save your game.

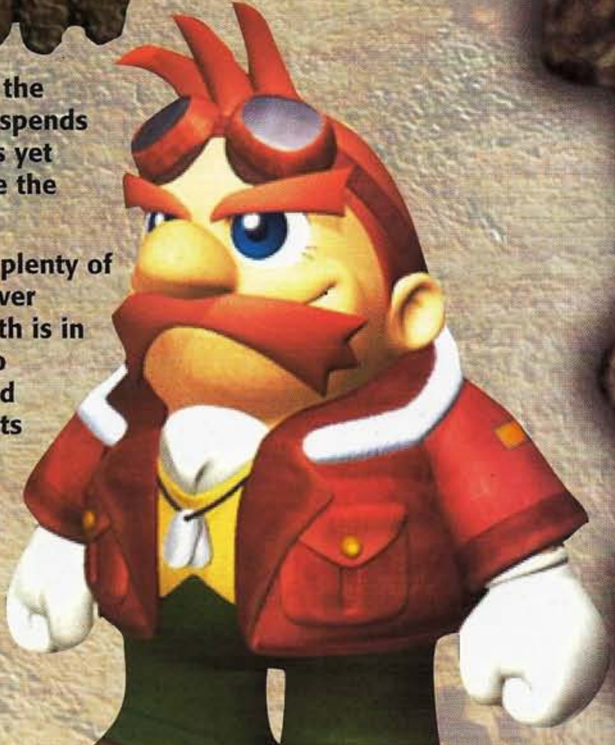
The other villagers harbor mistrust for Shiroma once the dungeons appear outside town. What has caused this rift? Can Chocobo help the situation return to normal so Shiroma and the villagers can get along again?



Cid

An eccentric inventor who resides in the tower outside the Village, Cid is a brilliant but often finicky old man who spends his days tinkering and creating machines. Cid's Tower is yet another dungeon that Chocobo must explore to retrieve the treasure at the ocean bottom.

As a helper character, count on Cid to help Chocobo in plenty of different ways, including dropping Land Mines to discover secret paths and items in a dungeon! Cid's main strength is in creating different gadgets and machines for Chocobo to explore. This list includes the mysterious Submarine and the CidTank. Chocobo cannot, however, use Cid's gadgets or machines.



Chubby Chocobo

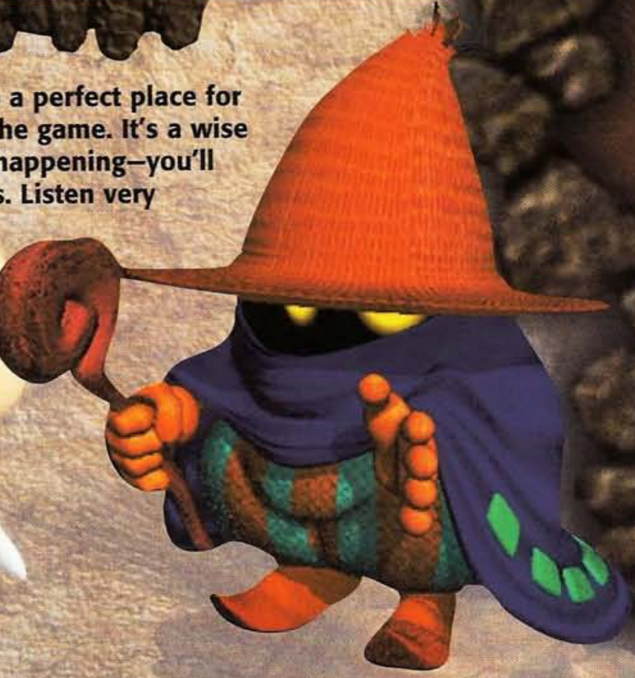
The owner and manager of the Village Tool Shop, Chubby Chocobo may not be dependable in a pinch, but he sells many important items. One of Shiroma's childhood friends, this plump bird provides Chocobo with a key to open the gate to Cid's Tower, among other things.

Bahamut

A recurring figure in the FINAL FANTASY series, Bahamut makes an appearance in *Chocobo's Dungeon 2* as the king of the dragons. Bahamut isn't an easy creature to befriend if Chocobo isn't able to prove his worth in the dungeon.

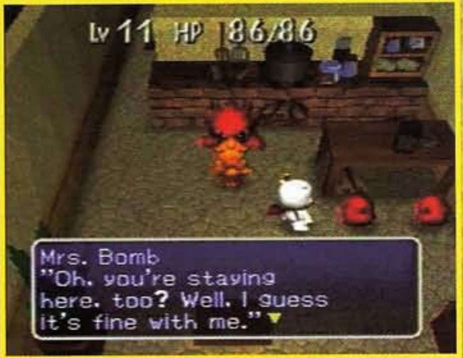
Black Mage

The laboratory of the Black Mage in the Village is a perfect place for Chocobo to learn about the different aspects of the game. It's a wise idea to drop by the lab to find out if anything is happening—you'll be greatly rewarded with some very special items. Listen very carefully to each mage and you just might learn even more!



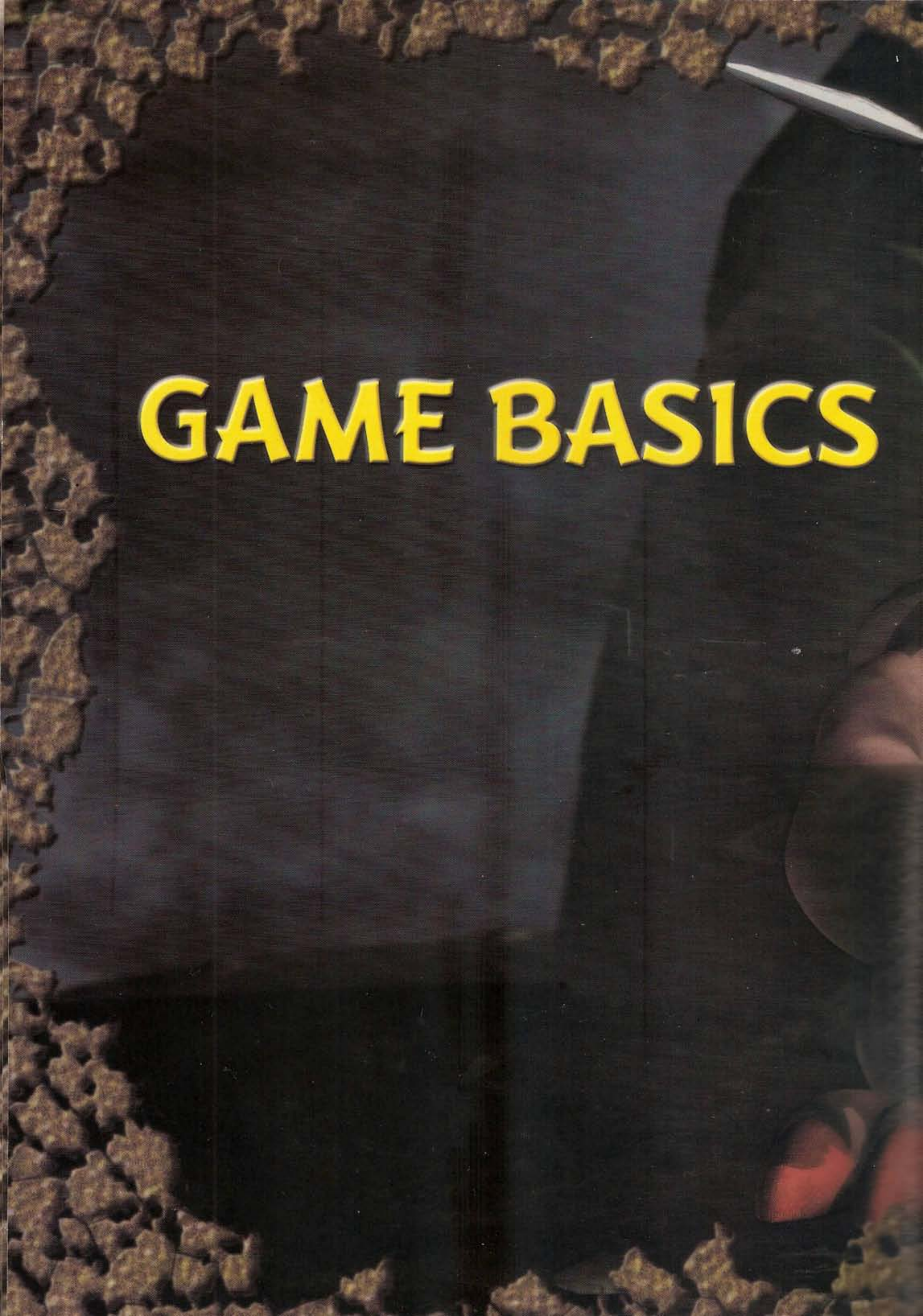
Mrs. Bomb

One of the matrons who live in the Village, Mrs. Bomb spends most of her day caring for her explosive brood. Although usually kind of heart and caring, her disposition has suddenly shifted and she now has a distinct distaste for all humans. Shiroma relays that this only happened once the dungeons started appearing around the countryside near the Village. Can Chocobo help?



Mrs. Bomb
"Oh, you're staying here, too? Well, I guess it's fine with me."

GAME BASICS



Game Basics

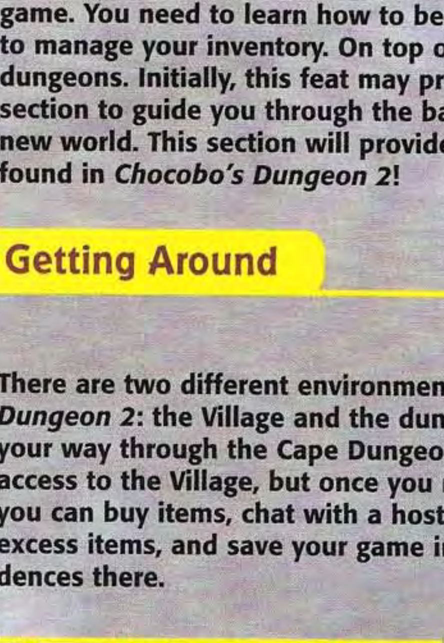
Welcome to the Dungeon!

Bursting with mazes, enemies, and items, *Chocobo's Dungeon 2* is first and foremost a dungeon game. You need to learn how to best fight the enemy, how best to equip yourself, and how best to manage your inventory. On top of all this, you must maneuver through increasingly massive dungeons. Initially, this feat may prove daunting for any adventurer, so we've compiled a helpful section to guide you through the basics and not-so-basics of getting around Chocobo's brave new world. This section will provide an easy reference to some of the oddities and wonders found in *Chocobo's Dungeon 2*!

Getting Around

There are two different environments in *Chocobo's Dungeon 2*: the Village and the dungeons. You have to find your way through the Cape Dungeon twice before you gain access to the Village, but once you reach it, you'll find that you can buy items, chat with a host of characters, store excess items, and save your game in the different residences there.

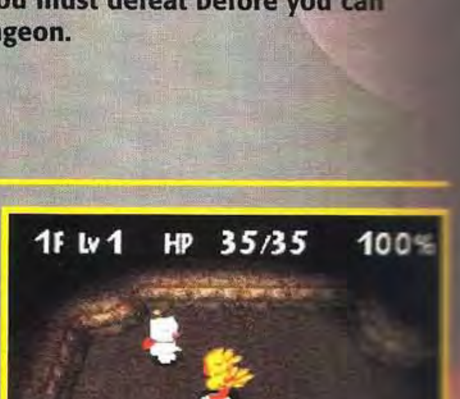
2F Lv3 HP 38/45 85%



The dungeons are a different story. Although you can save between floors if you have a Memory Tag in your inventory, dungeons are all about exploration and battling enemies. You'll spend your time gathering items and equipment while learning the finer points of combat from a slew of creatures. At the end of nearly every dungeon you'll cross paths with a Boss that you must defeat before you can move on to the next dungeon.

Mysterious Dungeons

The mazes in *Chocobo's Dungeon 2* are unique because once you enter, the only way to exit is by using a Teleport Tag. You cannot backtrack to the entrance. Instead, each dungeon consists of randomly generated floors that change each time you set foot in them. The only consistent thing about each specific dungeon is the amount of floors it has and the events that transpire inside them.



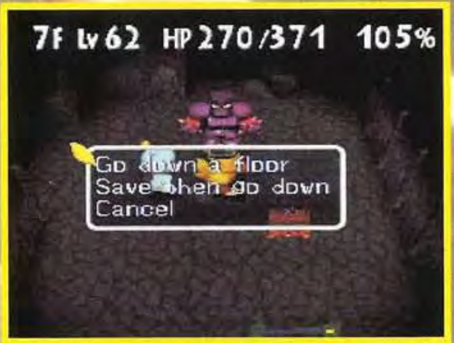
In mysterious
dungeons, stairs from
the previous floor
disappear.

1F Lv62 HP372/372 129%

It's always a wise idea to pack a Teleport Tag whenever you set foot in a dungeon. Otherwise, the only way to get out is by finding the exit (which is usually just past a Boss) or by getting knocked out. When Chocobo gets knocked out (or KO'ed), you find yourself outside the maze, missing all the items that were previously in your inventory.

Saving

To save your game in *Chocobo's Dungeon 2*, you must either be outside a dungeon or, if you're inside a dungeon, have a **Memory Tag** while passing to the next floor.



The game saves over the same spot repeatedly throughout your journey, so it's wise to copy your file whenever you restart the game so you can reload an old saved game if you need to do so. This method isn't necessary, but it helps in case you lose all of your items and mistakenly save over your previous slot.

For example, in the Main Menu screen, choose the option "Copy a game." Once you select a saved block to copy, that save will appear twice in your memory card selection. When choosing the option "Load a game," it's important to choose the second saved block to avoid overwriting the first save.

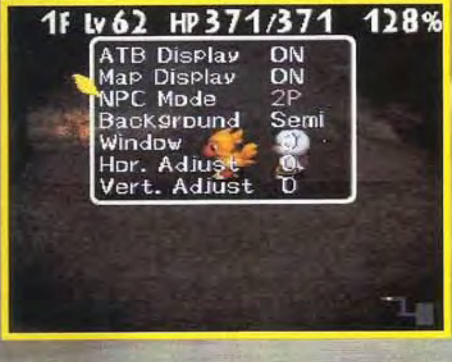
Your Character

You control Chocobo throughout the game. Chocobo's main method of attack is his kick, which can only be used when exploring dungeons. But you also need to use **Magic Books** to defeat the Bosses and monsters that lurk within the dungeons.

4F Lv62 HP288/371 112%

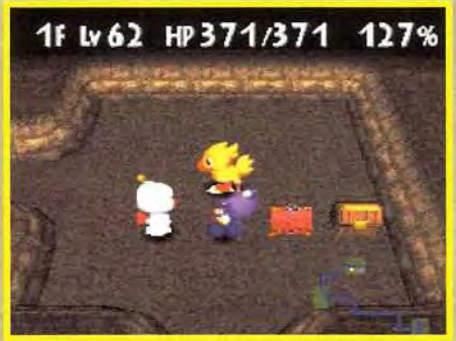
Hi–Potion
hit Mog

Two Player



ATB Display ON
Map Display ON
NPC Mode 2P
Background Semi
Window
Hor. Adjust 0
Vert. Adjust 0

Chocobo's Dungeon 2 is a unique RPG in that it allows a friend to join in on the action during dungeon segments. Simply choose 2P in the NPC (Non Playable Character) Mode option under Settings and a friend can control the auxiliary character when Chocobo heads into the dungeon.

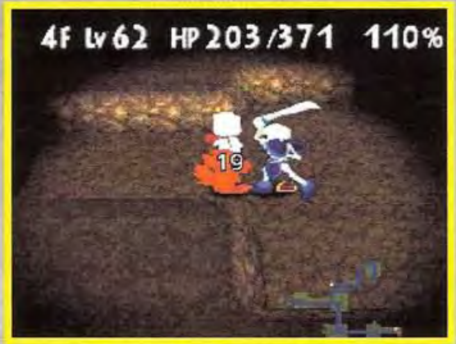


The catch is that the second player cannot equip or carry items at any time. The only move allowed for the NPC character is an attack that can be carried out only when the ATB gauge for that character is enabled. Chocobo is still the main source of items, health restoration, and item collection.

Battles

1F Lv62 HP371/371 129%

Because *Chocobo's Dungeon 2* is more of a dungeon RPG than a traditional RPG, its systems may seem a little difficult to grasp at first. In the same vein, the game's battle system may take a little getting used to.

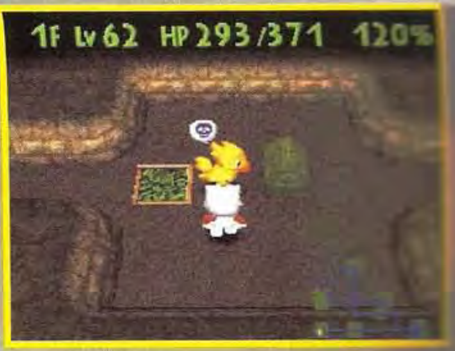


All battles in *Chocobo's Dungeon 2* are time-based, using the now familiar ATB gauge used in other SQUARESOFT games, like FINAL FANTASY VII and VIII. This ATB gauge graphically displays if and when an enemy is about to attack. The catch in this game is that everything in the dungeon is based on how many turns, or movements, you take. Each time you take a step, it affects the movements of all other creatures in the dungeon. Therefore, if you simply stand still, nothing happens. The moment you dash across the screen, your enemies are free to move again.

4F Lv62 HP204/371 110%

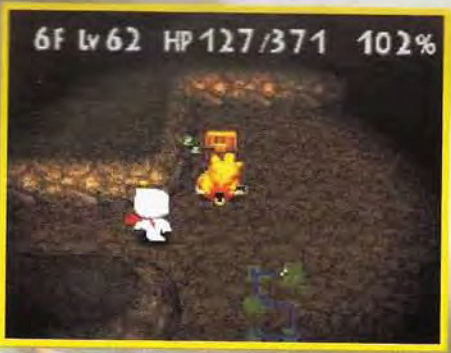
Learn how to use this feature to your advantage by giving yourself time to prepare for an attack or by taking a moment to select a Magic Book to use against an enemy. Depending on the speed of the enemy you're facing, fights boil down to turn-based moves. For every attack or move you make when confronted by an enemy in the dungeon, your enemy returns the favor in kind.

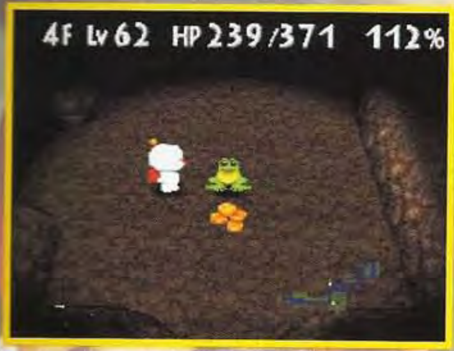
Traps



As soon as you step foot in any of the dungeons in *Chocobo's Dungeon 2*, you're in peril of stepping onto a trap. Although some of these traps can actually help you, the majority of them damage or hinder your efforts.

For the most part, traps are invisible and are only revealed once triggered. You trigger traps by stepping onto them. There are a few ways to expose traps without risking life, limb, or status. One way is to use **Eye-drop Potions** whenever you reach a new floor in a dungeon. This way, all traps are visible throughout that specific floor. The other way to reveal traps is to either light a torch or mechanical generator using a **Fire Book** or **Thunder Book** (mechanical generators only use Thunder Books). After lighting the torch or generator, all the surrounding traps are revealed.





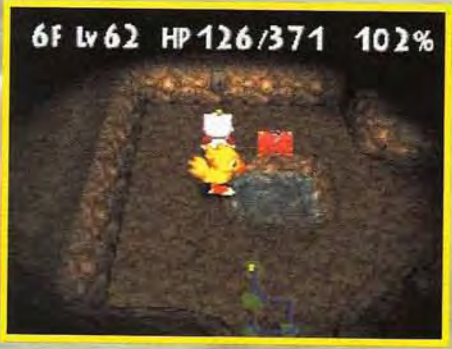
Below is a brief list of the more common traps you need to watch for:

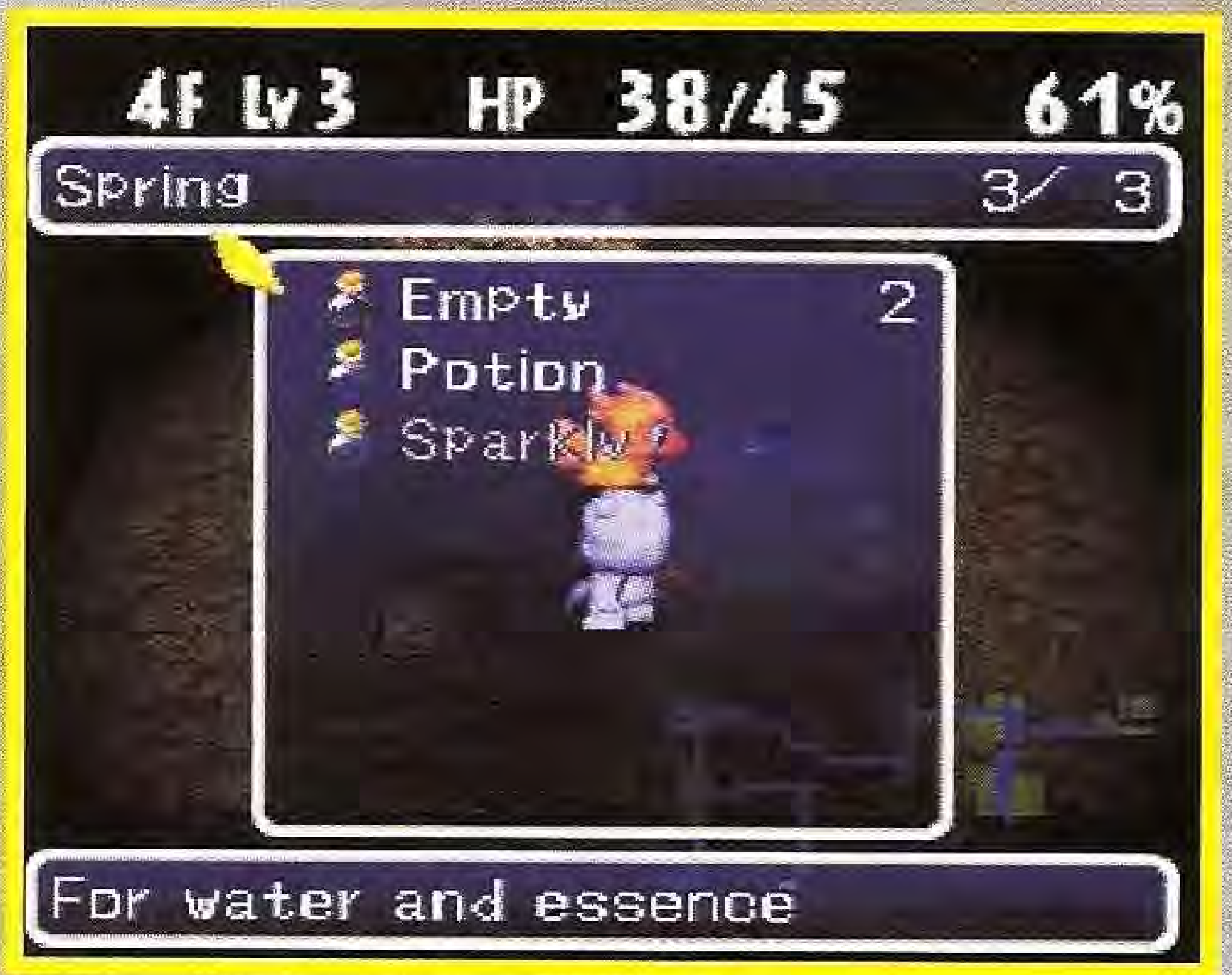
Trap	*Effect*
Lost-Child Trap	You forget the map
Peel Trap	All items are unequipped
Landmine	Explosive damage
Frog Trap	Turns your character into a frog
Invis Trap	Makes character temporarily invisible
Confuse Trap	Causes temporary confusion
Poison Trap	Poisons your character for a short time
Level Up Trap	Raises your character's level by one
Nest Trap	Drops your character to a lower floor
Warp	Transports your character to another area of the same floor
Spike Trap	Causes significant damage with spikes
Sleep Trap	Puts your character to sleep for a short time
Attribute Traps	Temporarily raises or cancels certain attributes

There are more traps than the ones listed here, so you need to be careful when exploring dungeons. When you're incapacitated by a trap, like the Sleep Trap, enemies are free to attack until you regain movement or consciousness.

Fountains and Springs

As you explore the game's dungeons you'll discover square-shaped impressions in the ground that are sometimes filled with water and sometimes empty. When they're filled with water, you can use an **Empty Bottle** from your inventory to scoop up tonics. The amount of tonics that you can collect from each fountain varies from one to three helpings, but they're important for when you're running low on tonics.

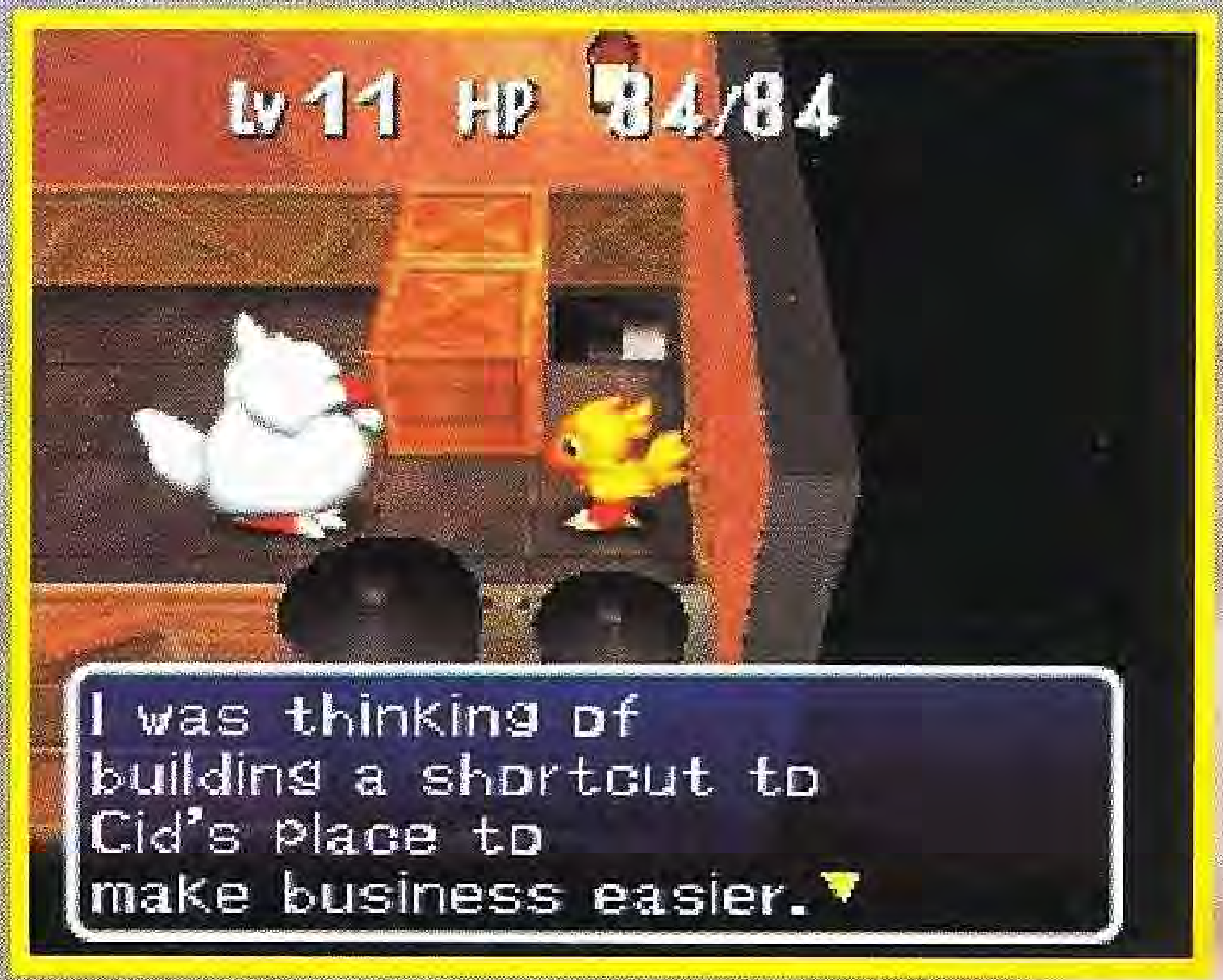



4F Lv3 HP 38/45 61%
Spring 3/ 3
Empty 2
Potion
Sparkly
For water and essence

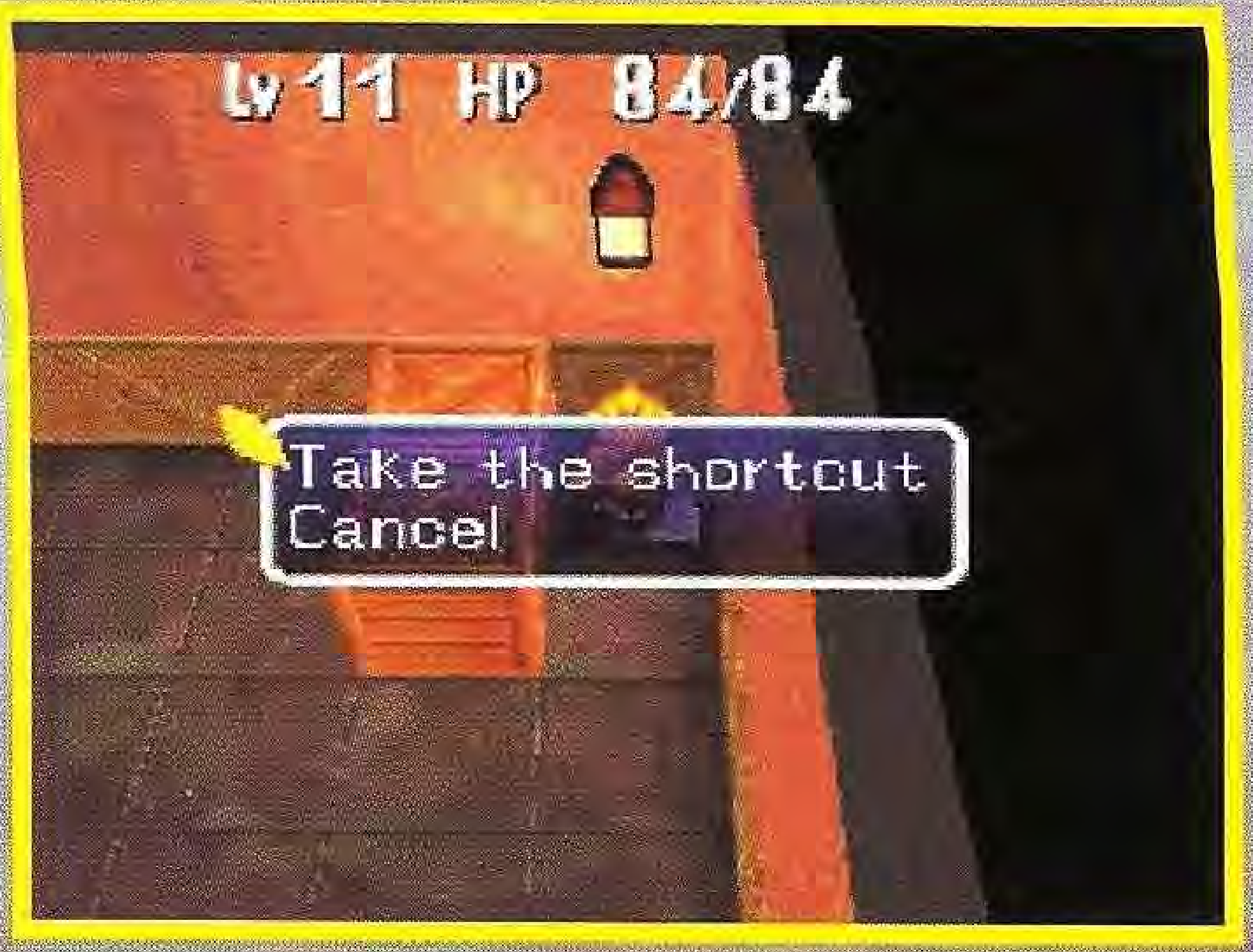
When a fountain is empty, you can use a Geyser Card to refill it. (Geyser Cards prove handy if you've used Cid's landmines or Crash Stones to break through obstacles and walls. You can create an empty fountain on the dungeon floor when you use a Crash Stone or landmines. You can then use a Geyser Card to refill it and collect the tonics that flow from its water.

Shortcuts!

When you reach Cid's Tower after completing the Cape Dungeon, each dungeon thereafter has shortcuts to make your exploration a little easier. You can only access these shortcuts after you clear the specified floor and exit back out to the Village.

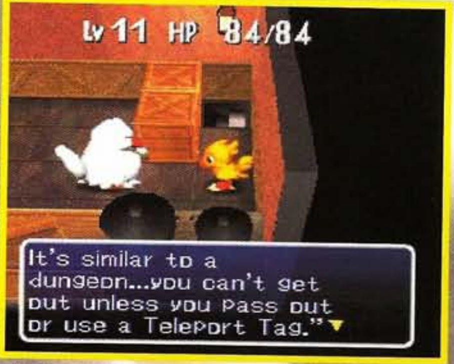

Lv11 HP 84/84

I was thinking of building a shortcut to Cid's place to make business easier.

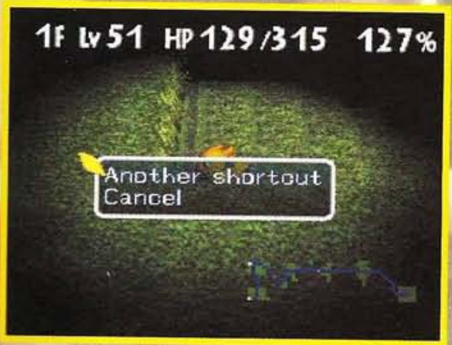

Lv11 HP 84/84
Take the shortcut
Cancel

For example, if you enter Cid's Tower and reach the sixth floor, you must then clear the floor and reach the seventh floor. Afterwards, if you exit the dungeon, make sure you visit Chubby Chocobo's Item Shop. Inside is a staircase in the top-right corner of the building. Chubby informs you that he and Cid built the shortcut, but it's been overrun with monsters!

Once you enter, the shortcut is exactly like a dungeon with a single floor maze. In the shortcut area, your job is to find the staircase that will take you to the specified floor—in this case, the sixth floor. When you find the staircase, you'll be able to jump to the sixth floor with ease.



It's similar to a dungeon...you can't get out unless you pass out or use a Teleport Tag."



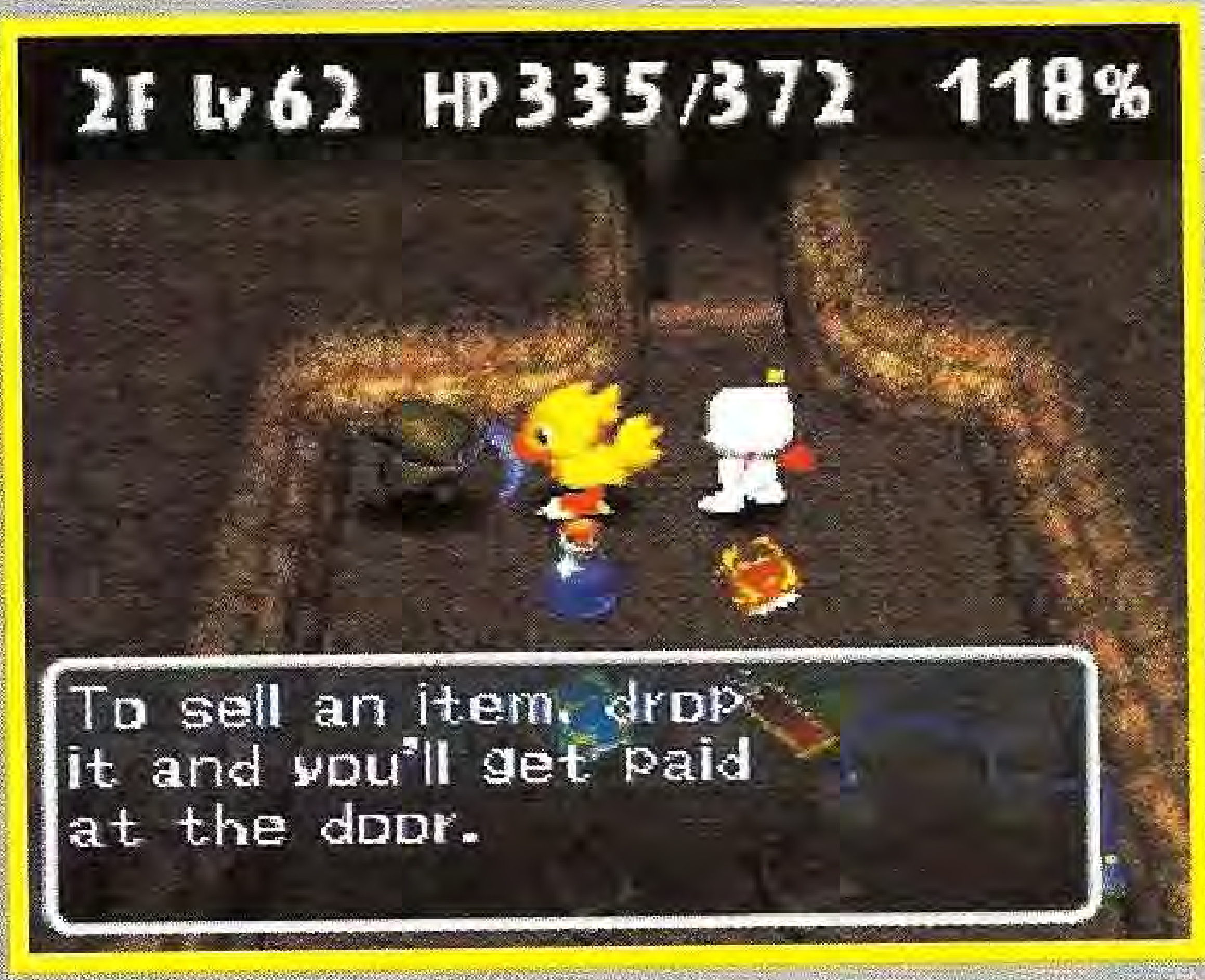
The situation changes when you've cleared more than one assigned shortcut floor within a dungeon. For example, in Cid's Tower there are two shortcuts: one on the sixth floor and the other on the eleventh floor. To jump to the eleventh floor, you need to take the shortcut entrance in Chubby Chocobo's Item Shop and find the SECOND staircase in the shortcut dungeon area. The second staircase will prompt you with the message "Another Shortcut" and if you take it, you have to fight through another floor of enemies to reach the next staircase, which takes you to the eleventh and higher floor.

In dungeons like the Sea Floor Dungeon, you need to find your way through a handful of shorcut areas to reach the highest shortcut. Confused? Don't be—it may take a little getting used to, but in the end taking shortcuts greatly improves your chances for surviving the Boss fights.

A good rule of thumb is to continually fight through the lower floors and progress up to the floor just below the Boss, and then exit. When you're ready, take the closest shortcut to the Boss to save your items, energy, and Magic Books for the final fight of the dungeon.

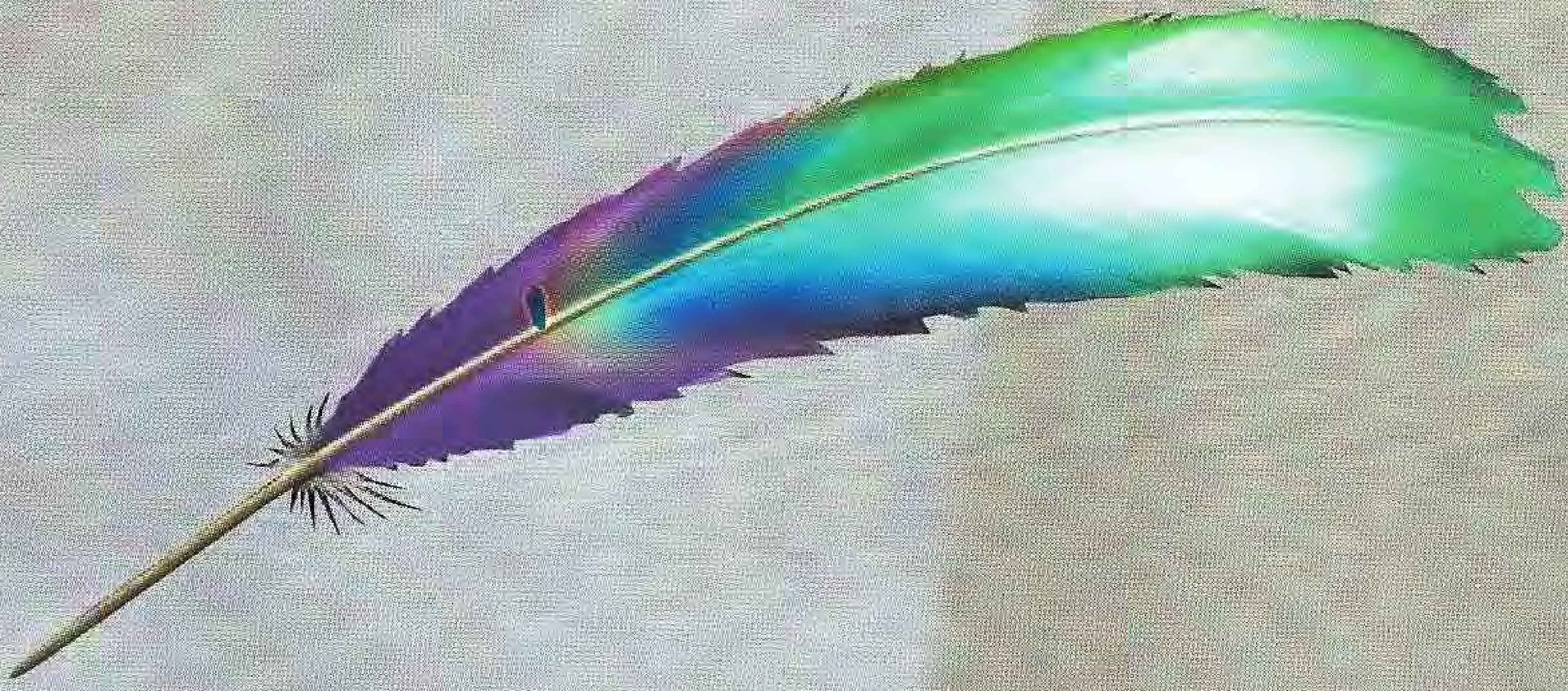
Dungeon Shops

In every dungeon after the Cape Dungeon, you'll come across Dungeon Shops. These merchants sell items that you probably won't be able to find in the Village, such as Claws, Saddles, Magic Books, and Magic Stones.

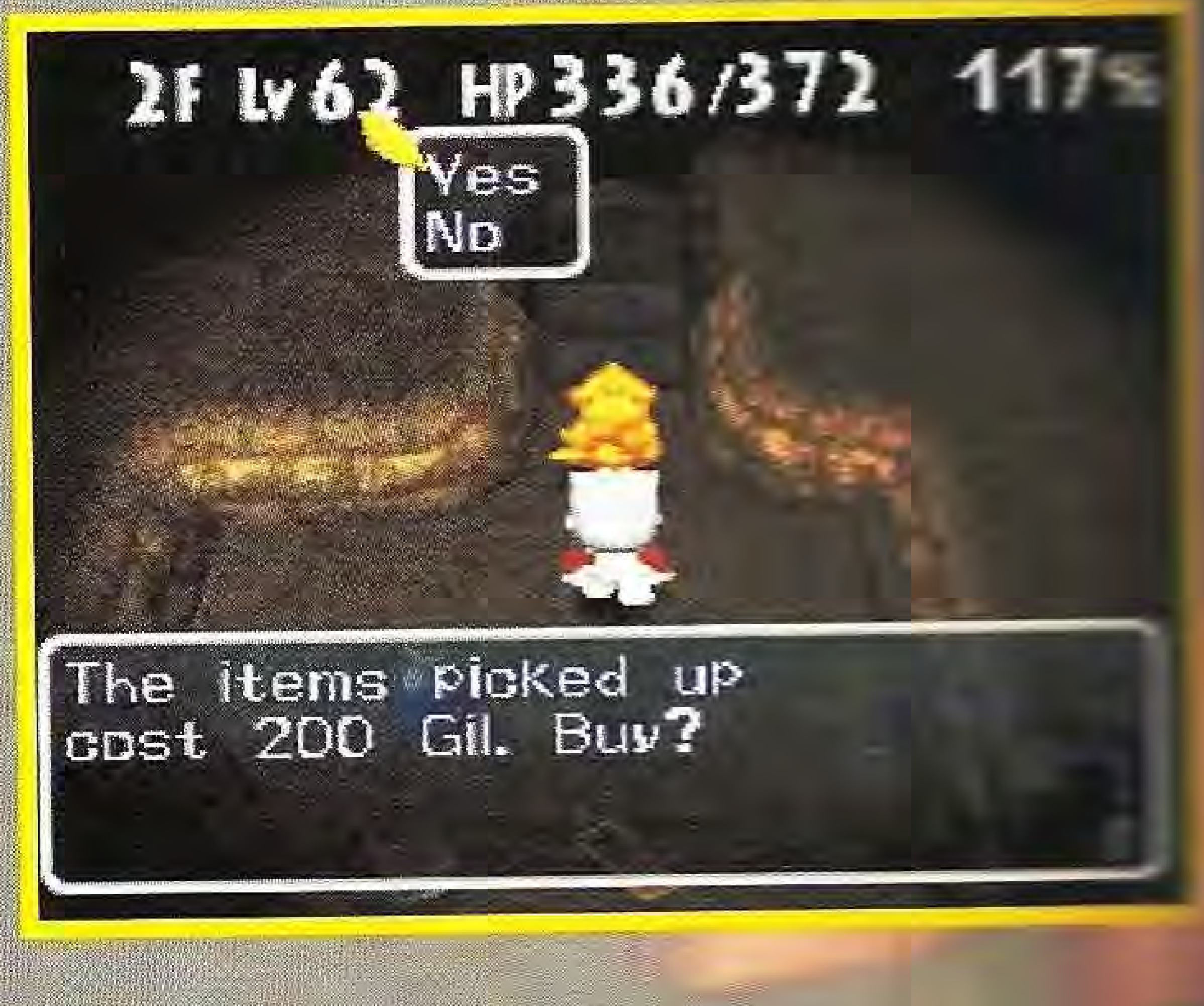


To sell an item, drop it and you'll get paid at the door.

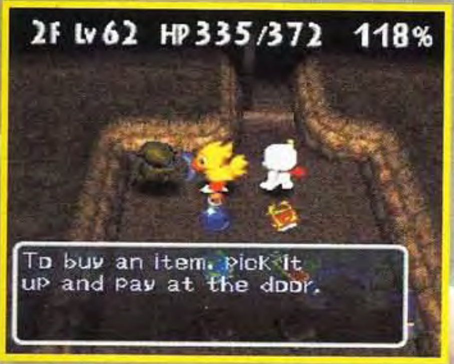
The items are lined up in rows along the ground. To examine or check out an item, simply walk on top of it. You are prompted to either "Pick Up," "Kick," "Drop," or "Exchange" it. If you choose to pick it up, then you have to pay the entire cost of the item. Depending on the type of item, if you kick it, you may have to pay for it. This is the case if the item is a potion of some sort. If you choose to exchange the item, you need to swap it out with something already in your inventory. This method works well if you don't have enough slots in your existing inventory to fit the new item or if you have something in your stash that can pay for the new item.



If you choose to pick up, use, or exchange an item, you'll be stopped at the door of the Shop by Doom, the dungeon guardian. It will ask for payment and if you have the Gil to do it, you can exit freely. The result is much different if you don't have the cash to clear your dues. You can choose to drop items in your existing inventory to sell them to Doom for more Gil, or you can face the music and battle Doom in a fight.



The items picked up cost 200 Gil. Buy?



To buy an item, pick it up and pay at the door.

While there is a way to defeat Doom or escape from it to the next floor, you need some very specific items and a lot of experience. Never attempt to shoplift from Doom unless you're prepared. One method is to use **Crash Stones** or **Digging Claws** to prep a getaway path through the walls. Make sure the path you make is wide, to avoid being trapped. Using a Haste potion also helps you in running from Doom. Once you grab the item, make a run for it and make sure you know where the staircase to the next floor is located. If you slow down for a split second, Doom and its buddies will catch up. In most cases, you'll be KO'ed and kicked out of the dungeon.

Fighting Doom

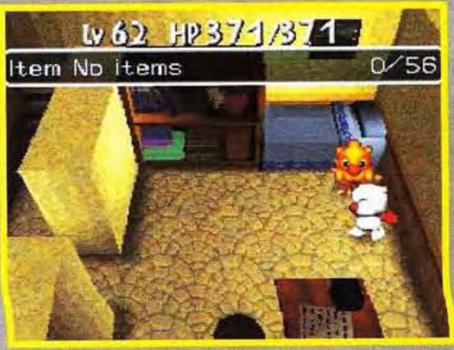
Doom is the hooded figure that guards the dungeons. If you linger too long on one floor of a dungeon, Doom will chase you down. You can escape by finding the staircase to the next level, but you'll have to do it quickly. The same is true if you open a treasure chest with Doom waiting inside of it. When Doom starts to close in on your party, watch its ATB bar carefully. When it begins to power up for its assault, KEEP MOVING! By doing so, its ATB bar won't have enough time to build up to enable its Scythe attack.

3F Lv62 HP171/371 112%

The Scythe attack depletes over 200 HP from either you or your partner's health gauge in one fell swoop. Therefore, unless you're completely prepared to take Doom on, it's always a better choice to simply run.

Getting KO'ed and Starting Over

When your HP reaches zero while in a dungeon, you're KO'ed. When this occurs, you're returned to ground level outside the dungeon and lose all of the items in your inventory. Although you'll retain all the stats and levels you had when you were KO'ed, it's still not a great situation.



You must reenter the dungeon and either use a shortcut or trudge back up to the level you were on before you were KO'ed.

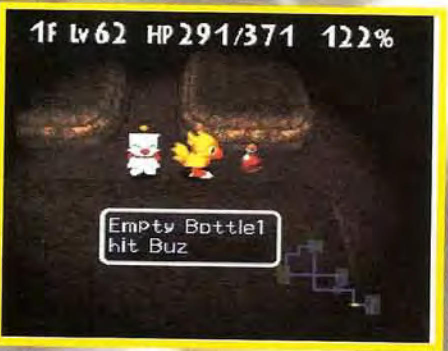
To avoid the big KO, always know your limit. If you're running low on health restorative items and the enemies keep getting tougher, use a **Teleport Tag** to exit the dungeon altogether. This way, you won't lose your items and you can reenter the dungeon when you're ready. To play it safe, follow this golden rule: ALWAYS bring one Teleport Tag with you on every trip into the dungeons to ensure an escape route even in the middle of battle.

Percentage Meter

The number in the upper-right corner of the screen indicates Chocobo's Energy. At the start of the game, the Energy level starts at 100%. When the number drops too low, it turns yellow in color. When the Energy level drops to zero, Chocobo's HP will begin to drop much faster as you move. The rate at which the Energy level drops is dependent upon the Energy rating on the Claw, Saddle, and the Collar that Chocobo has equipped. You can restore Energy by using certain Nuts (Peanut, Life Nut, Lasan Nut, etc.). Some Nuts restore more Energy than others. You can also increase the maximum Energy percentage by eating Energy Nuts. Chocobo's Energy level peaks at 200%.

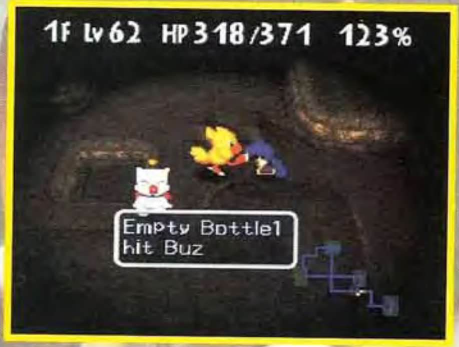
Capturing Essences

Later in the game, you can actually capture monster Essences on your journeys through the different dungeons. To do so, you must equip several **Empty Bottles** in the fourth slot on your equipment menu. Then, when you confront an enemy, whittle down its HP until it is almost defeated. Then start kicking Empty Bottles at it.



1F Lv62 HP291/371 122%

Empty Bottle1
hit Buz

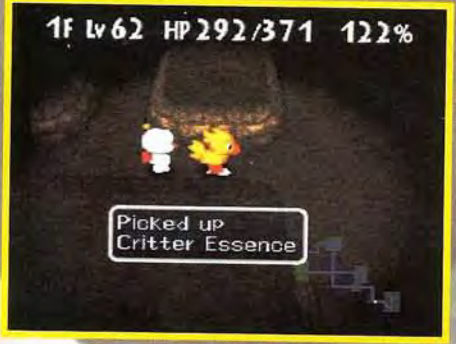


1F Lv62 HP318/371 123%

Empty Bottle1
hit Buz

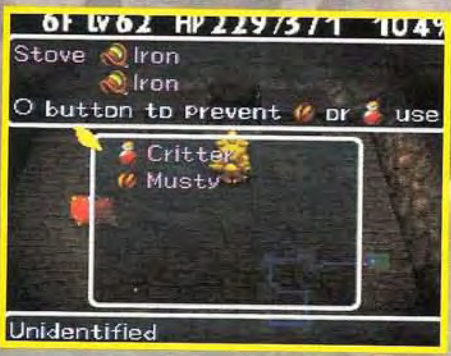
If you manage to defeat the monster with an Empty Bottle, then its Essence will be captured in the bottle for you to pick up. You can differentiate between regular Potions or Tonics and Essences by their colors. Essences will always appear in your inventory as red liquids.

What do you do with Essences? There are a few ways to get the most out of them. One way to use them is to use it on yourself in a dungeon. Each Essence will have a different effect, depending on the monster you extracted it from. Therefore, it's a wise idea to always identify the Essence before using it on yourself. However, you can also use an Essence on an enemy. If the qualities of the Essence are offensive for attack, then it works well in battle.



1F Lv62 HP292/371 122%

Picked up
Critter Essence



6F Lv62 HP229/371 104

Stove Iron
Iron
O button to prevent or use

Critter
Musty

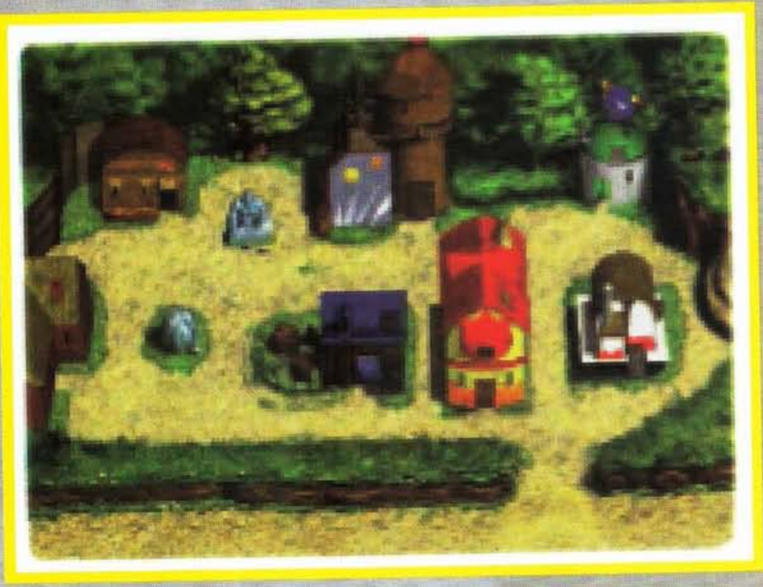
Unidentified

But the most important way to use an Essence is in combining Claws or Saddles. Some Essences exist solely for this purpose, and will greatly enhance the attributes of your equipment, while others will add new elemental defenses or qualities. There's more detailed information about Essences in the Items & Weapons section of this book.

Village Life

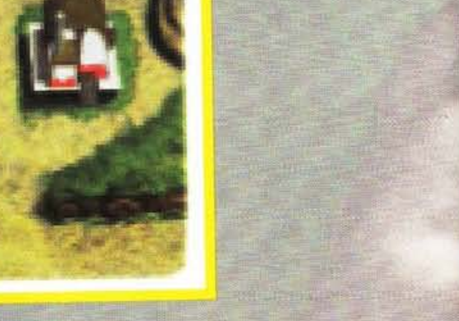
After clearing Cape Dungeon with Shiroma, you have access to the Village. The Village is the place where you return whenever you're not in the dungeon. It's also the place where you can save your game, gather information, buy, sell, and store items, combine equipment, and access dungeon shortcuts. Read on to discover and learn everything that's available to you in the Village.

Getting to Know the Neighborhood

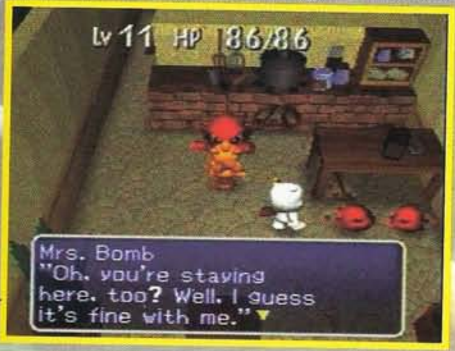


There are lots of different locations in the Village and each one offers different things.

Shiroma's House: You can save your progress if you nap in Shiroma's bed.



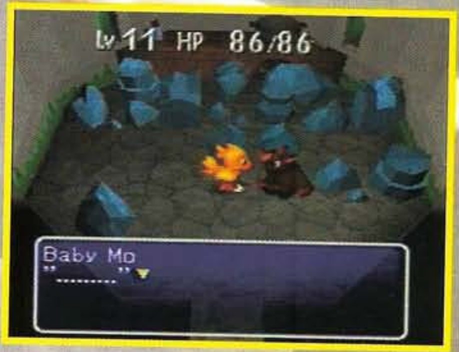
Shiroma
"That old guy?
He lives on the outskirts
of the village...



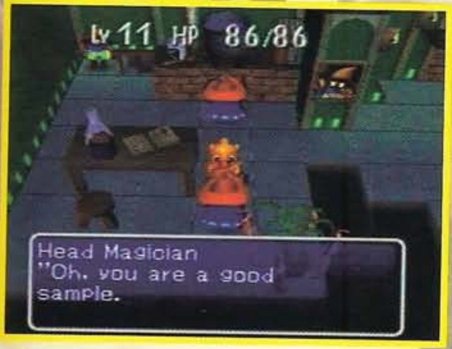
Mrs. Bomb
"Oh, you're staying here, too? Well, I guess it's fine with me."

Mrs. Bomb's House: Mrs. Bomb and her children live here. Mog also stays at Mrs. Bomb's house in between adventures and lets you save inside the guest room. You may also get a chance to meet the programmers of Chocobo's Dungeon on the second floor at random times.

Sculptor Ben's House: Baby Mo and Ben live here, but if you enable a certain event detailed in the walkthrough sections of this book, Baby Mo's mother, Barbara, returns here.



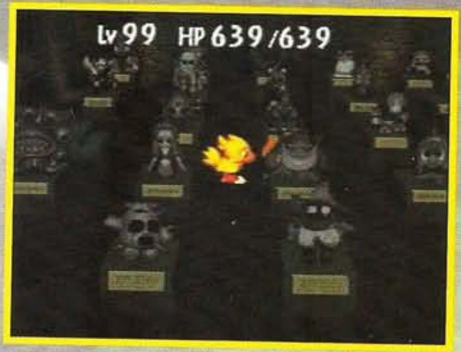
Baby Mo
"........"

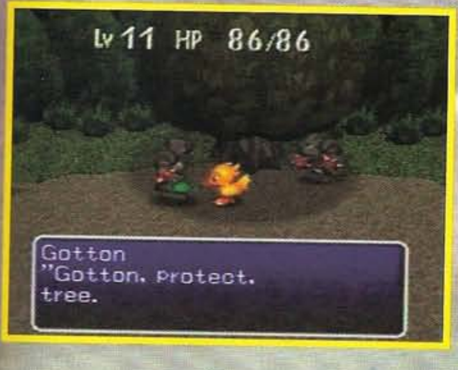


Head Magician
"Oh, you are a good sample.

Black Mage's Laboratory: This is the place where you can combine weapons for a fee, uncurse equipment, and even receive Feathers from the Head Magician. You must complete certain requirements before these services become available.

Black Mage's Lab Basement: After a certain point in the game, you can view descriptions and statues of all the monsters you've defeated.

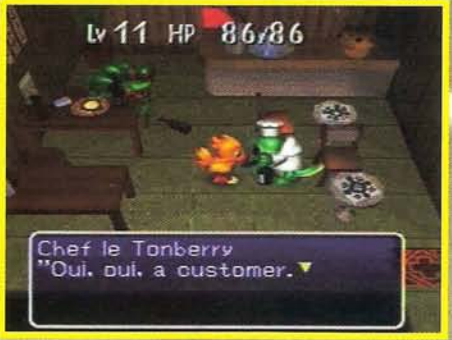




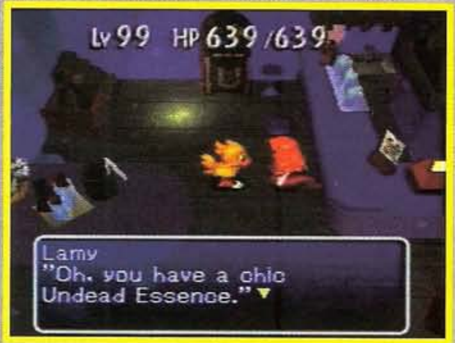
Gotton
"Gotton, protect, tree.

The Tree of Life: Gotton and Gauche guard the Tree of Life. If you have enough Feathers and are generous enough to spare them, Gotton and Gauche reward you with Nuts and possibly even Feathers!

Tonberry's Restaurant: Tonberry runs the show at the restaurant in town. Make sure you check in and talk with Tonberry and the patrons to enable certain events and eventually open the Juice Bar downstairs.



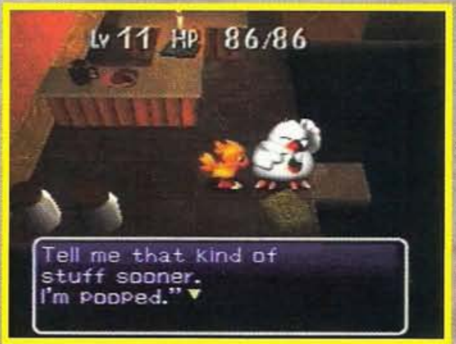
Chef le Tonberry
"Oui, oui, a customer."



Lamy
"Oh, you have a chic
Undead Essence."

Tonberry and Lamy's Juice Bar: Downstairs from the restaurant, Lamy can reward you with a special Essence if you bring her a special item. Later in the game, you'll even have access to a jukebox that plays the different tunes heard throughout Chocobo's Dungeon 2.

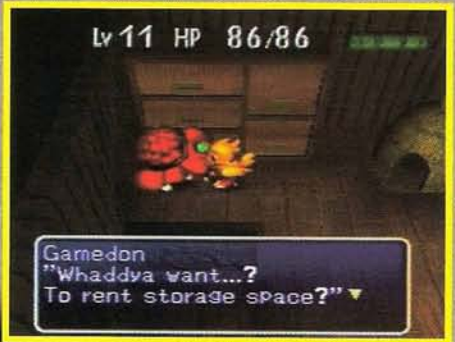
Chubby Chocobo's Item Shop: This is the place where you can buy and sell certain items with the assistance of Chubby Chocobo. You can also use the shortcut entrance near the rear of the shop after you complete certain requirements. Make sure you drop by frequently to see if anything new has been added to Chubby Chocobo's list of items for sale.



Tell me that kind of
stuff sooner.
I'm pooped."

Item	*Cost*
Potion	**50**
Hi-Potion	**200***
Dispel	**300**
Identify	**100**
Map	**300**
Peanut	**50**
Tasty	**400***
Teleport	**300**
Memory	**300**

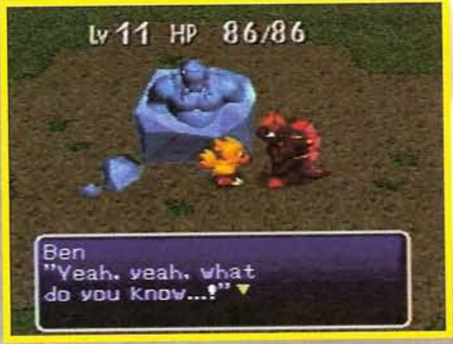
NOTE: The asterisk indicates that item is not available at the beginning of the game.



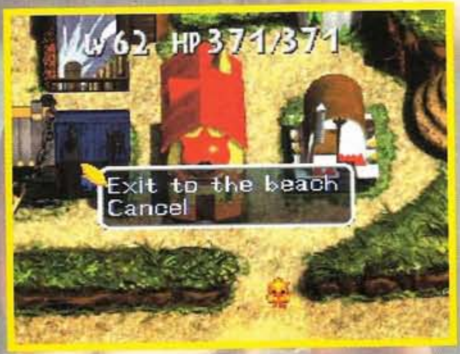
Gamedon
"Whaddya want...?
To rent storage space?"

Gamedon and Chip's Storage Shop: For a fee, you can store up to 100 different items in the lockers at this shop. You first need to find Chip to prompt Gamedon to open up his side business: repairing and upgrading equipment for the affordable price of 2000 Gil.

Town Sculptures: Stop by the differnet sculptures in town to speak with Ben. If you supply him the right items, something special occurs.



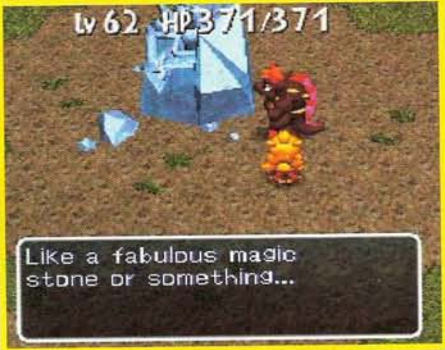
Ben
"Yeah, yeah, what do you know...!"



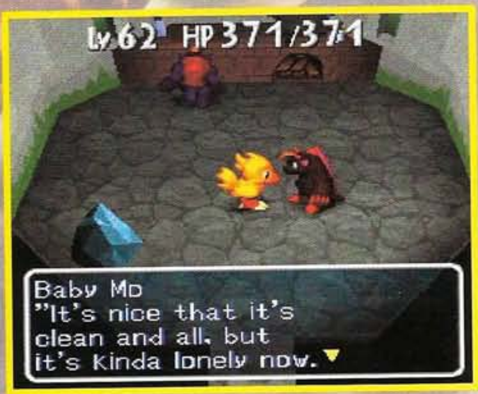
The Beach: After Cape Dungeon sinks to the ocean floor, you can often find treasure on the beach. Check here occasionally to see if any new chests have washed ashore. If you keep it up, you might even meet someone who can help you out.

Events

As you meet and greet the different citizens of the Village, you discover that they each have their own story. Oftentimes you'll discover that they're willing to offer you their services, but only if you complete certain objectives. These objectives range from reaching a certain point in the game, answering their questions correctly, or giving them special items.



Like a fabulous magic stone or something...



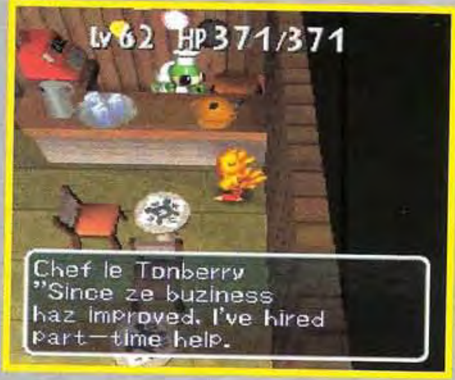
Baby Mo
"It's nice that it's clean and all, but it's kinda lonely now.

Always talk to the people in the Village and always try to fulfill their needs by giving them the items they ask for. You'll discover that the favors they return far outweigh the investment.

Progressing through the Game

The events that take place in the Village are paced so that they only occur if you keep returning and talking with the villagers in between visits to the dungeons. If the walkthrough mentions that something is supposed to occur at a certain location in the Village, but you can't get it to happen, try returning to the dungeon and progressing a few more floors. Then return to town and speak with the villagers again. You'll usually find that the event is enabled.

Lv62 HP371/371



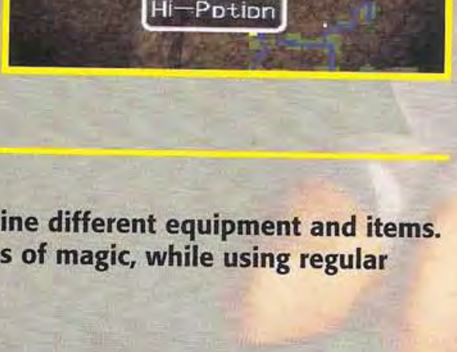
Chef le Tonberry
"Since ze buziness
haz improved, I've hired
part—time help.

Some events are easily triggered by heading into the dungeon, however, others take a long time. You must always complete one part of the event to bump it into the next phase. Remember to be patient and persistent when trying to enable events in the Village.

Managing Your Inventory

Chocobo's Dungeon 2 places a heavy emphasis on how well you manage your inventory. Make sure you read the following section thoroughly to get a firm grasp on what you face when you start the game.

Take it slowly when you start. There are a lot of things to learn and many of the features found in *Chocobo's Dungeon 2* are very different from those found in other RPGs. Experiment and try new things. You might be surprised with some of the results!

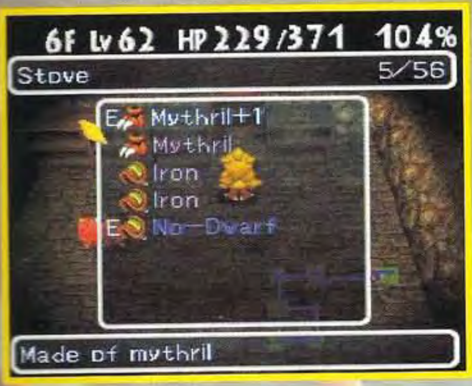


Used
Hi—Potion

Combining Items

One of the unique options is the ability for Chocobo to combine different equipment and items. You can make a Saddle tougher and resistant to specific types of magic, while using regular items like Cards to create completely new ones in dungeons.

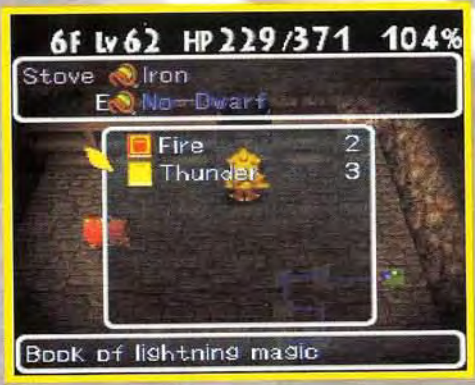
Stoves


6F Lv62 HP229/371 104%
Stove 5/56
E Mythril+1
Mythril
Iron
Iron
E No-Dwarf

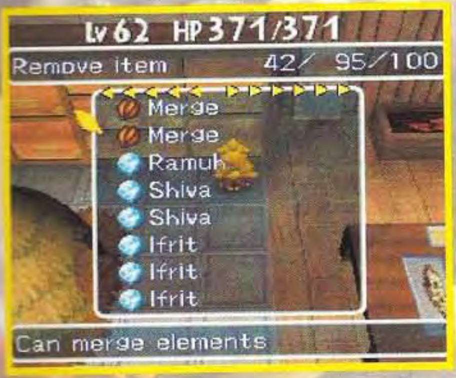
Made of mythril

Stoves are areas in either the dungeons or the Black Mage's Lab where you can combine Saddles and Claws. When you find a Stove, you need at least two Saddles or two Claws to use it as well as a Fire or Thunder book, but it will cost you 300 Gil for each use. If you meet these requirements, you can choose the two pieces of equipment you'd like to combine.

The results vary, but the resulting Claw or Saddle will have attributes from both ingredients. If you have an Essence or Nut that's useful for combining, then you can toss it into the mixture as well.


6F Lv62 HP229/371 104%
Stove Iron
E No-Dwarf
Fire 2
Thunder 3

Book of lightning magic


Lv62 HP371/371
Remove item 42/ 95/100
Merge
Merge
Ramuh
Shiva
Shiva
Ifrit
Ifrit
Ifrit

Can merge elements

Combining your equipment is especially useful when you're preparing for a Boss fight or if you need a special attribute assigned to your Saddle or Claw. For example, if you're going up against enemies in a dungeon that are particularly vulnerable to ice, but you also want to dig through walls, try combining Frozen Claws with Digging Claws.

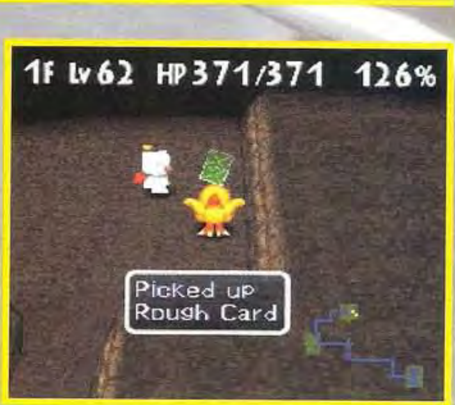
Unfortunately, you can't have every effect and statistic from both Claws or Saddles contribute to the resulting item. For this reason, you can use Essences and Nuts/Seeds to boost or add special abilities or effects to the resulting equipment.

Seeds are particularly useful in that certain types of Seeds increase the effects of Claws or Saddles. Merge Seeds give you a chance to ensure that all elemental effects from both items end up in the resulting equipment. Fusion Seeds let you potentially add all the Special Abilities of both pieces of equipment (Frog, Sleep, and so on). Set Seed ensures that all special effects are permanent on combined items, while the Level Seed upgrades the item's MAX level by one.

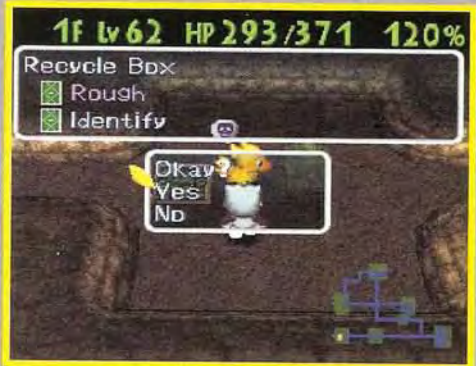
Check out all the ways to use this combination feature to your advantage.

Recycle Boxes

Recycle Boxes are much more random than Stoves. You can combine any two items from your inventory in Recycle Boxes and the resulting items are randomly chosen. It's wise to use this feature when you're willing to experiment or if you're in a pinch and need to make more room in your inventory, or you're looking for items like Hi-Potions. Try out the boxes when you can and see what you get from them.



Picked up Rough Card



Using Spells

Spells in *Chocobo's Dungeon 2* are cast from **Magic Books**. Collected as items, Magic Books come in all different elemental varieties. You must use them, like items, to cast magic on enemies in dungeons. As you continue to use these Magic Books, they gain levels, and with the higher levels come stronger and more visually impressive spells.

4F Lv62 HP222/371 111%

4F Lv62 HP289/371 111%

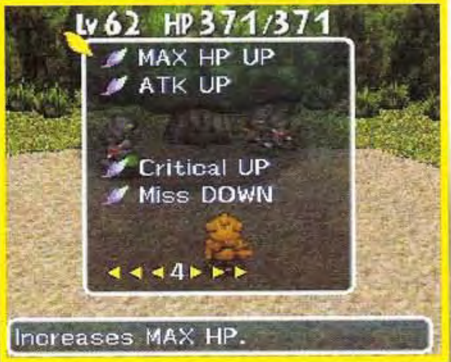
Later in the game, you discover new Magic Books, such as the **MegaSpell Book**, **Cantrip Book**, and **Spell Book**. These are used in conjunction with the different Feathers you collect. Certain types of Feathers are considered "MegaSpells" while others are considered "regular Spells." There's even the special abilities spells, which can be used by casting Cantrip magic.

MegaSpells range from **Holy** to **Ultima** and affect the entire screen of enemies, while the regular Spells include **Flare** and **Bio** and only attack one enemy at a time. The Cantrip magic spells are the special ability type magic that spans from Frog to Sleep. Make sure you use your basic elemental Magic Books as much as possible to level them up and make them more powerful. They change their look when cast and increase in strength at Level 9 and Level 17. Keep an eye on the levels of your magic by checking the Spell level options in the Menu screen. The Menu screen shows your current spell level as well as how many times you must cast a particular magic book to increase your current level.

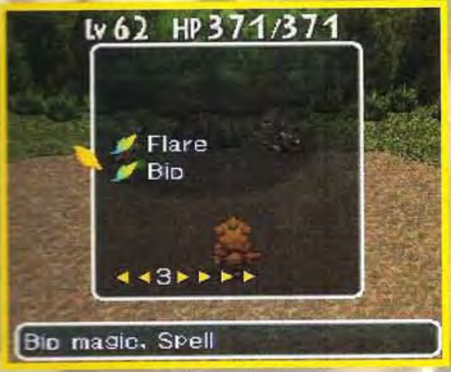
6F Lv62 HP 95/371 101%

Feathers

Feathers are another type of item you can collect throughout the game. Feathers remain in your inventory and don't disappear after being used. Most of the Feathers (those on Pages 1-4 of the Feathers menu) are automatically activated or used. Feathers such as the **MAX HP Up Feather** are put into action when they're collected, while other Feathers, like **Ultima**, are used when you cast magic from the MegaSpell Book.



Increases MAX HP.



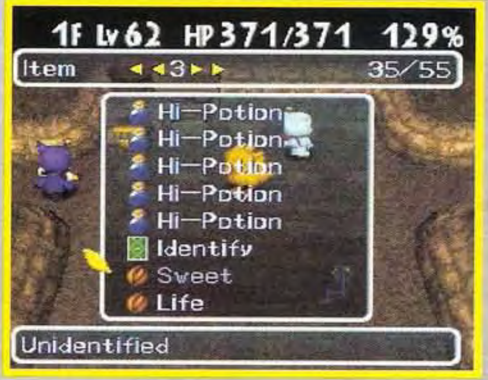
Bio magic, Spell

However, the Red Feathers on Pages 5-6 of the Feather menu must be manually used in dungeons to call up a special helper character. You can actually replace your NPC character, like Mog, with Ramuh for the duration of the battle. This feature is especially useful in Boss fights because you can call upon a helper perfectly suited to exploit the elemental weakness of the Boss. For examle, if you're facing Imp Robo #55, who's vulnerable to lightning, you may want to call Ramuh into action.

Feathers aren't exactly easy to come by, though. There are only two ways to receive them. One way is to complete certain events in the Village. The other way is to break either a Claw or Saddle when it is equipped. But this requires that particular Claw or Saddle to be a product of an item combination when using a Stove (the combined equipment is noted in blue text in your inventory) and at least at "+1" level or higher. You may want to refer to the chart in the Items & Weapons section of this book to find out what Feather you'll receive for the type of equipment that's broken.

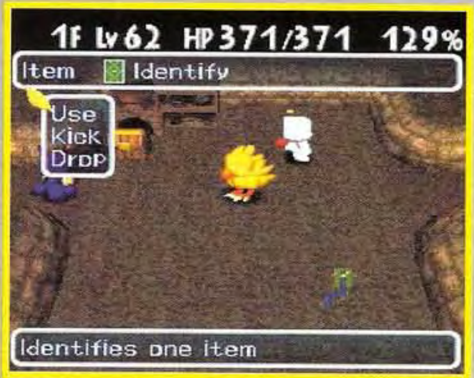
Identifying Items & Equipment

While you're in a dungeon, most of the items you discover and collect are unidentified.


1F Lv62 HP371/371 129%
Item
3
35/55
Hi-Potion
Hi-Potion
Hi-Potion
Hi-Potion
Hi-Potion
Identify
Sweet
Life

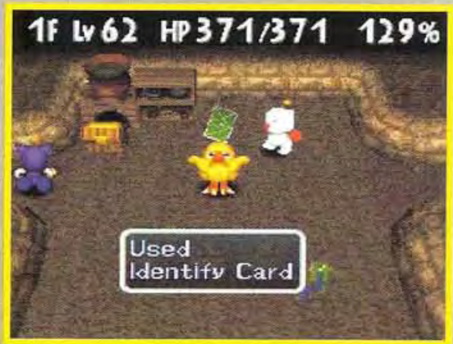
Unidentified

When an item is unidentified, its effect is unknown and therefore it's risky to use. There are a few ways to check out such an item's effects without using an Identify or Verify Card. If it is a Bottle or Potion, you can kick it and discover what it is when it breaks. Thereafter, the item will be identified as what it is in your inventory. For example, if you kick a Flabby Tonic and discover that it is in fact an Amnesia Potion, for the duration of that one stay in the dungeon, you'll always pick up an Amnesia Potion instead of a Flabby Tonic. In addition, all of the Flabby Tonics in your inventory will be renamed and identified accordingly.


1F Lv62 HP371/371 129%
Item
Identify
Use
Kick
Drop

Identifies one item

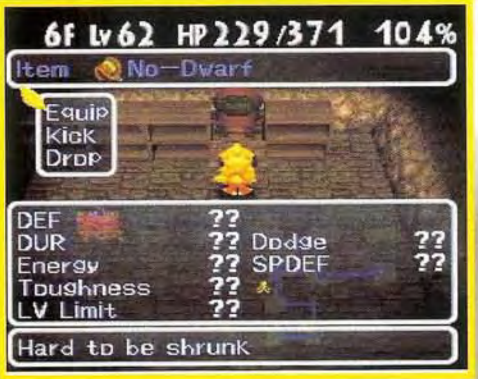
Identifying items like Cards is a little trickier. You need to gamble by using it (which is not recommended) or kick it at a monster. The effect will be exactly like kicking a Bottle or Tonic in that it will be identified in your inventory from that point forward during your visit to the dungeon.


1F Lv62 HP371/371 129%

Used
Identify Card

Claws and Saddles

Chocobo can equip a number of different types of armor and weapons in the four slots allowed. The two most important pieces of equipment are Claws and Saddles. Claws improve Chocobo's attack power and depending on the type equipped, Claws can be imbued with different types of elemental or status effects. You must learn how and when to use physical attacks against an enemy, or if it is better to use Magic Books to defeat them.

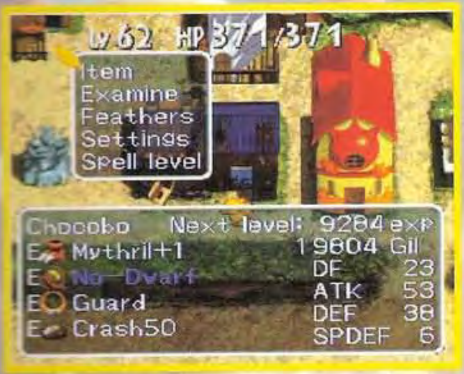


6F Lv62 HP229/371 104%

No-Dwarf

DEF ?? Dodge ??
DUR ?? SPDEF ??
Energy ??
Toughness ??
LV Limit ??

Hard to be shrunk



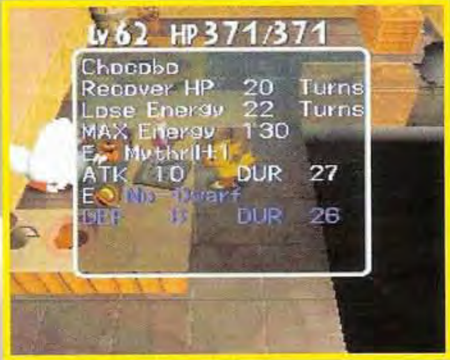
Lv62 HP371/371

Chocobo Next level: 9284 exp
E Mythril+1 19804 Gil
E No-Dwarf DF 23
E Guard ATK 53
E Crash50 DEF 38
SPDEF 6

Saddles are your main means of defense against physical attacks and often magical ones as well. There are numerous types of Saddles to equip. Some of them are naturally resistant to certain types of magic or status attacks, while others have specific strengths that emphasize Durability (DUR) or Energy.

Durability and Equipment Levels

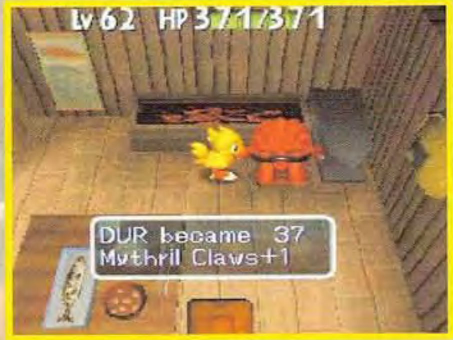
Saddles and Claws each have strengths and weaknesses. The most important statistic to keep in mind when choosing which item to equip or combine is its DUR value, which can be viewed in the equipment's Stat menu.



Lv62 HP371/371

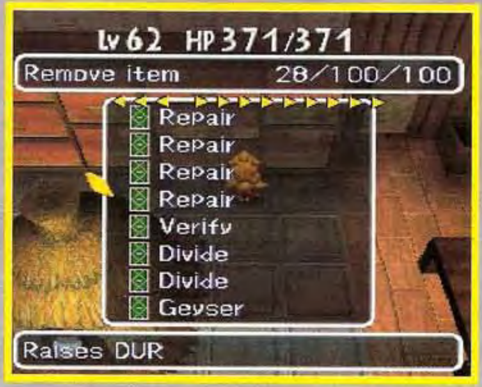
Chocobo
Recover HP 20 Turns
Lose Energy 22 Turns
MAX Energy 130
E Mythril+1
ATK 10 DUR 27
E No-Dwarf
DEF [illegible] DUR 26

The Durability (or DUR value) of a Saddle or Claw represents how long it will last when equipped. Each time you either inflict or receive damage, the piece of equipment sustains some damage. When you receive a message during battle that a Claw or Saddle has received damage, it means that its DUR has lowered significantly. When a Claw or Saddle's DUR reaches zero, it breaks and you need to equip a new item. Although it's not necessary to have either a Claw or Saddle equipped at all times, your defensive and offensive power are drastically lowered without them.



Lv62 HP371/371

DUR became 37
Mythril Claws+1

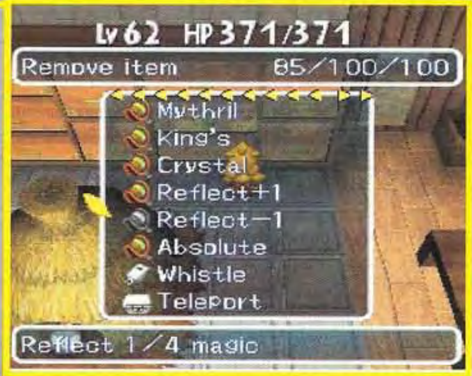

Lv62 HP371/371
Remove item 28/100/100
Repair
Repair
Repair
Repair
Verify
Divide
Divide
Geyser

Raises DUR

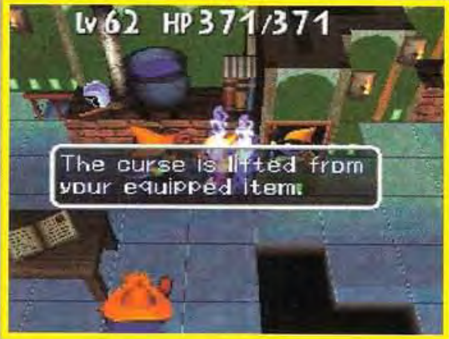
You can improve the DUR values of either Claws or Saddles by visiting Gamedon after a certain point in the game, or using Repair Cards while you're inside a dungeon.

Cursed Equipment

When you find Saddles, Claws, or other equipment for Chocobo inside a dungeon, it is listed as an unidentified item unless you use a Verify Card or Identify Card to identify it. Equipping an unidentified Claw or Saddle can sometimes be a risky move, because they can be cursed.


Lv62 HP371/371
Remove item 85/100/100
Mythril
King's
Crystal
Reflect+1
Reflect−1
Absolute
Whistle
Teleport

Reflect 1/4 magic


Lv62 HP371/371

The curse is lifted from your equipped item.

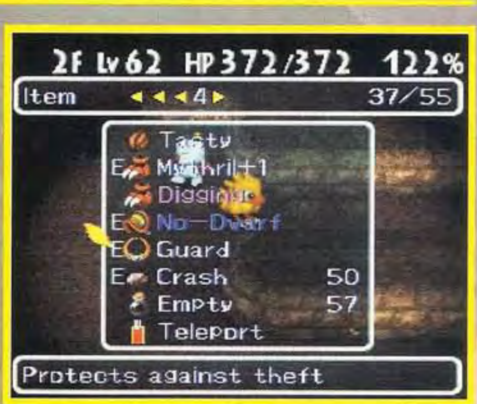
If you equip one of these cursed items (or if a monster casts Curse on your equipment during battle), you won't be able to unequip it without the use of a Dispel Potion. You can also speak with Jessie, the Black Mage, in the Village. The only other way for a cursed item to be unequipped is for it to break when you're inside a dungeon.

You can distinguish cursed items by their color in the inventory menu when you return to the Village. Their gray color and "-1" statistic indicate their cursed status. It's best to simply sell them at Chubby Chocobo's Item Shop in the Village.

Collars and Other Equipment

There are two more slots on Chocobo's equipment menu that you can fill. The third slot is open for you to equip Collars. These items can only be found in dungeons. But like Saddles or Claws, there are some Collars that can work against you, so it's best to identify them before equipping them.

Aside from Collars, you can equip Empty Bottles and different types of Stones in the fourth slot on your equipment screen. You can use Stones for distance attacks or clearing walls and obstacles if you find Crash Stones. Empty Bottles inflict very little damage, but are all-important for capturing monster Essences.


2F Lv62 HP372/372 122%
Item 4 37/55
Tasty
E Mythril+1
Digging
E No-Dwarf
E Guard
E Crash 50
Empty 57
Teleport

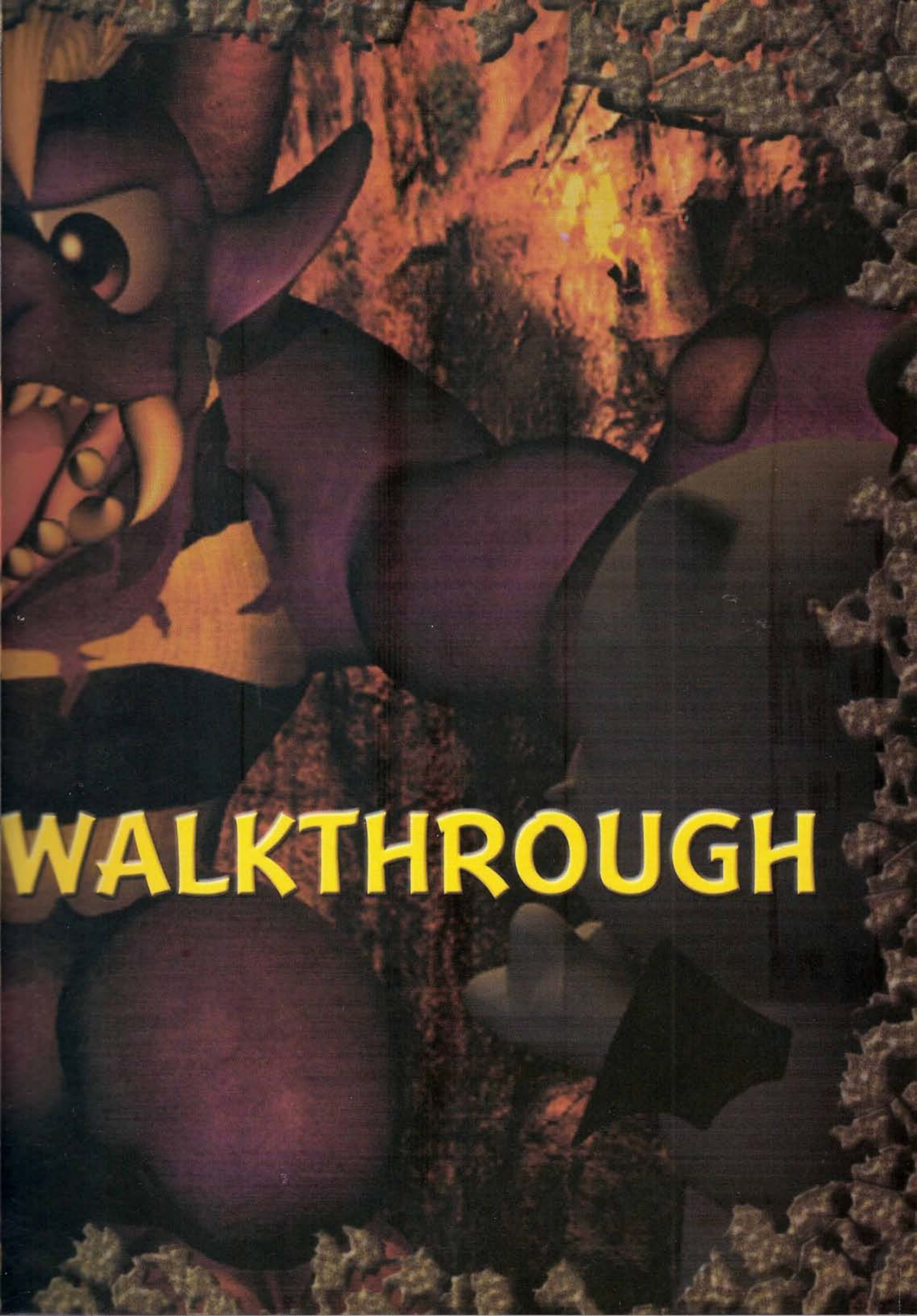
Protects against theft

Tips

The following are general tips to keep in mind whenever you enter a dungeon.

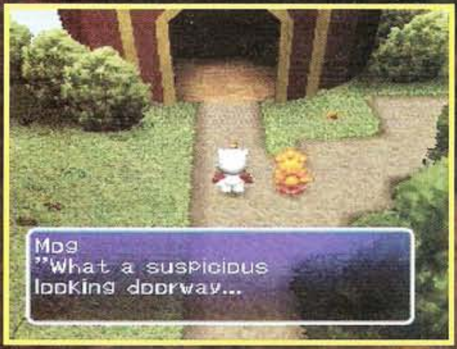
- Try kicking different Cards at enemies. You may be pleasantly surprised by the result. Kick an Identify Card at an enemy to learn its name and HP. A Lost-Child Card causes the enemy to lose its will to fight, giving you a chance to attack full-on. Rust Cards are ideal against mechanical enemies (like Imp Robos) and reduce 1/4 of their MAX HP.
- If you are turned into a frog by a trap or enemy, you can also turn another enemy into a frog by attacking it. Its HP, defense, and attack powers are drastically reduced, making it an easy battle.
- You can kick Teleport Tags and Teleport Boxes at enemies to get them to disappear!
- Never kick a Nitro at a Bomb or it will split into two enemies!
- If you use a Divide Card to duplicate a Claw or Saddle, you receive two of the same item but their stats, like DUR and level, are cut in half.
- You can get rare Feathers by breaking a Claw or Saddle that is at Level +6 or higher.
- The damage from Empty Bottles is always 4, so keep this in mind when trying to draw Essences from enemies. Try to whittle down their HP to a low amount, and then kick a few Empty Bottles at them to finish them off.
- Kicking an Amnesia Tonic at an enemy paralyzes them, making it impossible for them to attack.
- Be careful when using Crash Stones to destroy walls and enemies. They also destroy items if any are in the way of its path! This is especially true when trying to locate rare items in the walls or obstacles of a maze. You're best off using Digging Claws to discover hidden items in the walls.
- If you get caught in a Slow trap or if an enemy casts Slow on you, your speed is drastically reduced. Enemies can hit you twice a round. Luckily, your partner can attack twice a round until you're returned to normal speed.

WALKTHROUGH

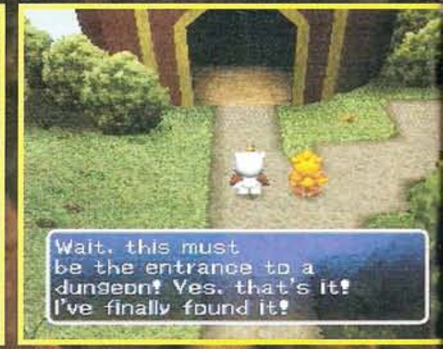


Cape Dungeon

As the game begins, you and your friend Mog stumble across a mysterious looking entryway set within a seaside cliff. Mog convinces you there are countless precious treasures awaiting discovery within, and you both enter the dungeon.

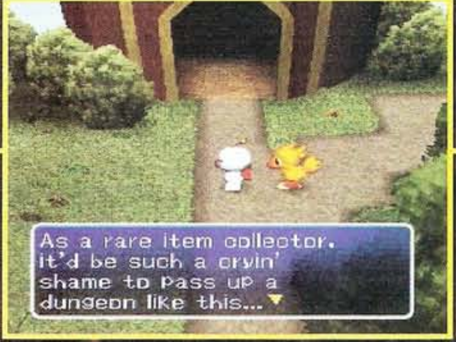


Mog
"What a suspicious
looking doorway...



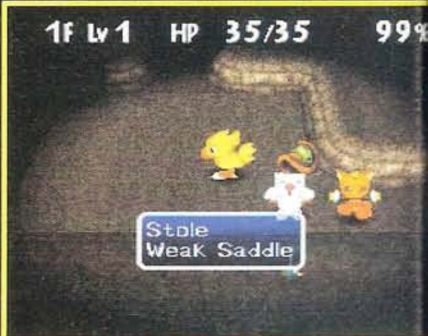
Wait, this must
be the entrance to a
dungeon! Yes, that's it!
I've finally found it!

Mog



As a rare item collector,
it'd be such a cryin'
shame to pass up a
dungeon like this...

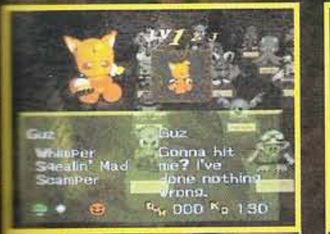
As you journey through the first five floors of the Cape Dungeon, Mog fights monsters at your side. Always allow Mog some room to throw in a few swipes when you approach an enemy. You can rely on your friend to be quick and deal a good shot in a tight squeeze.



Stole
Weak Saddle

Enemies

The different creatures found in the Cape Dungeon are relatively easy to fight compared to those found in the rest of the game, but they can be a challenge when you have only a small number of items and HP.



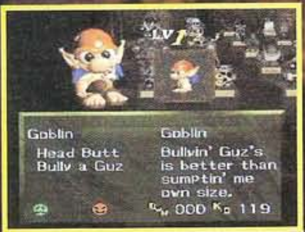
Guz
Whimper
Squealin' Mad
Scamper

Guz
Gonna hit me? I've done nothing wrong.

000 130

Guz

Guz is quick, but has low attack power.



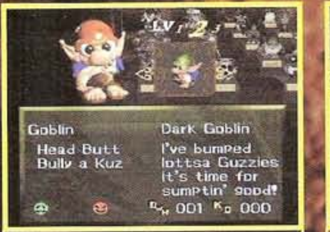
Goblin
Head Butt
Bully a Guz

Goblin
Bullyin' Guz's is better than sumptin' me own size.

000 119

Goblin

Be careful that Goblin doesn't transform into a Dark Goblin!



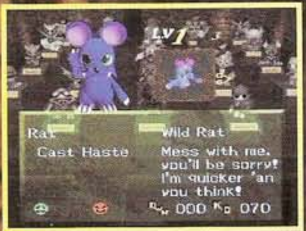
Goblin
Head Butt
Bully a Kuz

Dark Goblin
I've bumped lottsa Guzzies it's time for sumptin' good!

001 000

Dark Goblin

With powerful attacks, the best way to defeat it is to use your Magic Books!



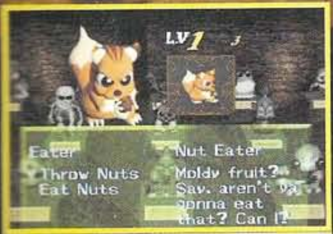
Rat
Cast Haste

Wild Rat
Mess with me, you'll be sorry! I'm quicker 'an you think!

000 070

Wild Rat

Wild Rats are quick and strong; don't get surrounded by a group of them.

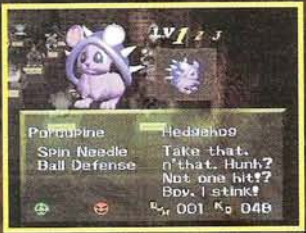


Eater
Throw Nuts
Eat Nuts

Nut Eater
Moldy fruit? Say, aren't ya gonna eat that? Can I?

Nut Eater

These creatures have high speed and will usually attack twice during a round.



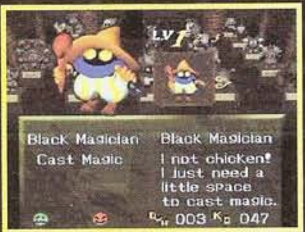
Porcupine
Spin Needle
Ball Defense

Hedgehog
Take that, n'that. Hunh? Not one hit!? Boy, I stink!

001 048

Hedgehog

With high defense, Hedgehogs are quick and powerful.



Black Magician
Cast Magic

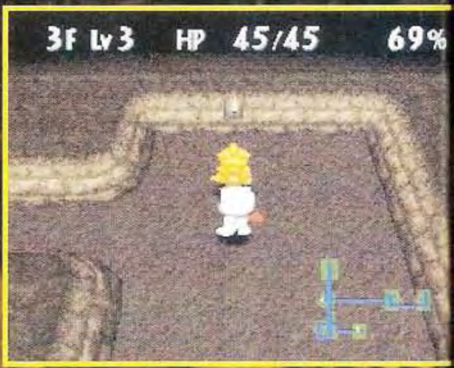
Black Magician
I not chicken! I just need a little space to cast magic.

003 047

Black Mage

Chase these creatures down to avoid getting zapped by their spells.

Dungeon Specifics



- Although it's only six floors deep on your first trip through, you'll find a few noteworthy items within the Cape Dungeon. Watch closely for **Unlit Torches** on some of the dungeon walls. Use a **Fire Book** or **Thunder Book** to light them and you'll illuminate many of the surrounding traps.

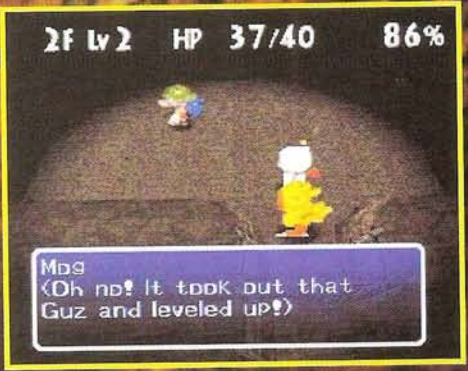
5F Lv4 HP 26/49 56%

- Use this first trip into the dungeon to learn the basics of battle and exploration. You won't have that many items to start off with, so don't worry about getting KO'ed before reaching the fifth floor. Simply take the time to get accustomed to the gameplay and how to use items.

- There are six total floors in this first version of the Cape Dungeon.

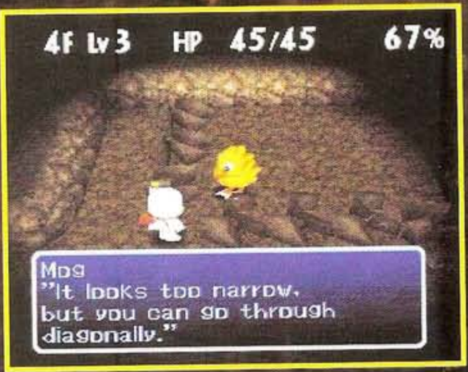
Events

On the second floor, you and Mog witness a Goblin beating up on a Guz. Mog warns that once the Goblin defeats the Guz, it will transform into a Dark Goblin and become more powerful. You can choose to avoid it or fight it—make sure you have a few **Magic Books** under your belt if you decide to take it on.



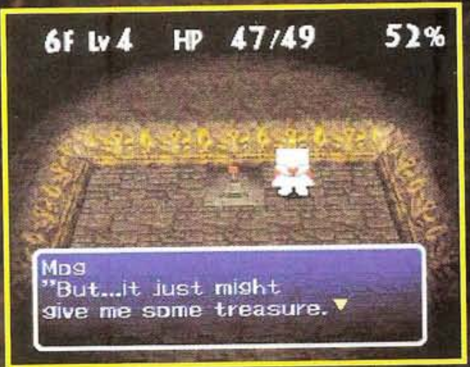
Mog
(Oh no! It took out that Guz and leveled up!)

On the fourth floor, Mog shows Chocobo how to get through tight spaces by walking diagonally. You'll need to use this technique throughout the game to get around the dungeons.



Mog
"It looks too narrow, but you can go through diagonally."

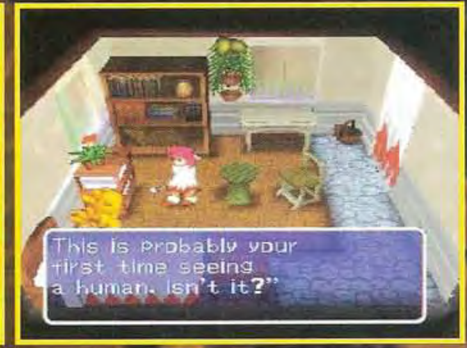
When you reach the sixth floor, you automatically see a cinema where Mog discovers a **lever** near the back of the dungeon. Once Mog pulls the lever, you are tossed out of the dungeon and back outside, where another cinema introduces you to Shiroma, a kindly White Mage who lives nearby.



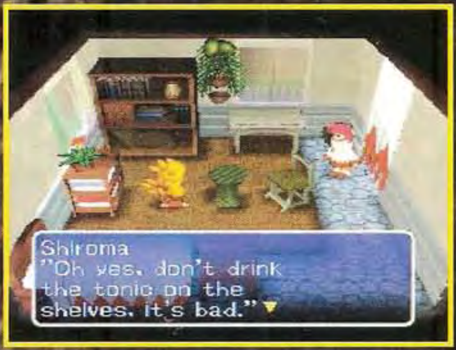
Mog
"But...it just might give me some treasure. ▼

Shiroma and Cape Dungeon Revisited

When you awake from your injuries, you are greeted by a young woman who introduces herself as Shiroma, a White Mage. She has nursed you back to health and leaves shortly after warning you not to use the **Jiggly Tonic** that sits on her bookshelf.

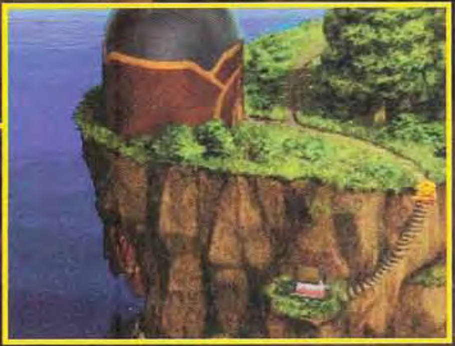


"This is probably your first time seeing a human, isn't it?"



Shiroma
"Oh yes, don't drink the tonic on the shelves, it's bad."

After she leaves, you can take the **Jiggly Tonic** and use the bed to save your game at any time. When you're ready, exit the small cottage and return to the entrance to Cape Dungeon. It's time to reenter and find Mog!



Cape Dungeon Revisited

Cape Dungeon is basically the same as you left it, until you reach some of the lower floors. There are 10 floors to explore in Cape Dungeon, and you'll travel solo for half of the journey until you bump into Shiroma on the sixth floor.

Throughout your journey, make sure you level up and stock up on **Fire Books** in anticipation of the Boss fight that awaits you on the tenth floor. This is a good opportunity for you to boost your stats and collect items. Although you won't have access to the Village just yet, you can always pick up a **Teleport Tag** and some other goodies from Shiroma's bookshelf in her cottage if you happen to get KO'ed during your trip.

1F Lv 4 HP 47/49 97%

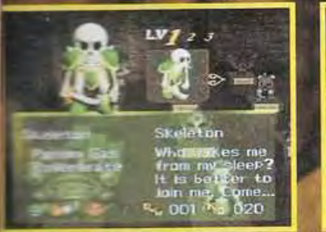
1F Lv 4 HP 48/49 98%

Tip

WHENEVER YOU GET KO'ED IN THE DUNGEON, YOU ARE RETURNED TO SHIROMA'S COTTAGE OUTSIDE. IF YOU HAVE NO ITEMS IN YOUR INVENTORY, MAKE SURE YOU PICK UP THE **POTION**, **MAP CARD**, **TELEPORT TAG**, AND **MEMORY TAG** FROM SHIROMA'S BOOKSHELF BEFORE YOU REENTER THE DUNGEON.

Enemies

All of the old adversaries are back, but there are a few new faces to add to the familiar cast of creatures.



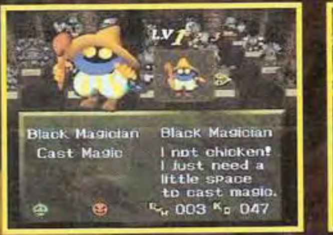
[illegible]

Skeleton
Who wakes me
from my sleep?
It is better to
join me. Come...

001 020

Skeleton

These undead villains rise from the floor and pack a powerful punch, but they're quite slow.



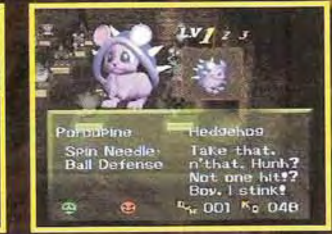
Black Magician
Cast Magic

Black Magician
I not chicken!
I just need a
little space
to cast magic.

003 047

Black Mage

Chase these creatures down to avoid getting zapped by their spells.



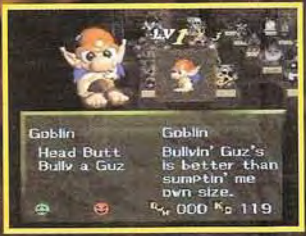
Porcupine
Spin Needle
Ball Defense

Hedgehog
Take that.
n'that. Hunh?
Not one hit!?
Boy, I stink!

001 048

Hedgehog

With their high defense and long range attack, you need to take out these creatures quickly.



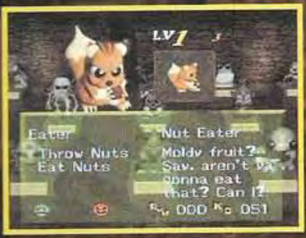
Goblin
Head Butt
Bully a Guz

Goblin
Bullyin' Guz's
is better than
sumptin' me
own size.

000 119

Goblin

Goblins have low defense and low attack power.



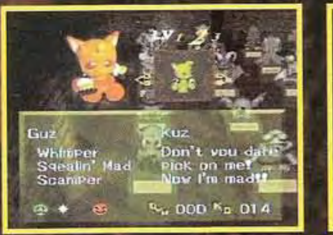
Eater
Throw Nuts
Eat Nuts

Nut Eater
Moldy fruit?
Say, aren't ya
gonna eat
that? Can I?

000 051

Nut Eater

Nut Eaters are speedy and powerful, but not nearly as tough as the later enemies.



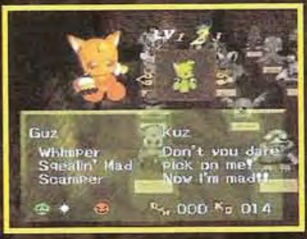
Guz
Whimper
Sqealin' Mad
Scamper

Kuz
Don't you dare
pick on me!
Now I'm mad!!

000 014

Guz

Usually peaceful, these monsters are easy to deal with.



Guz
Whimper
Sqealin' Mad
Scamper

Kuz
Don't you dare
pick on me!
Now I'm mad!!

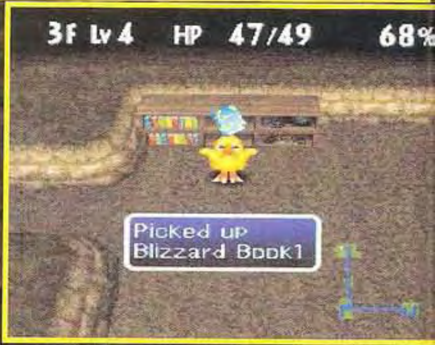
000 014

Kuz

Quicker than the Guz enemies, Kuz are still fairly easy to defeat.

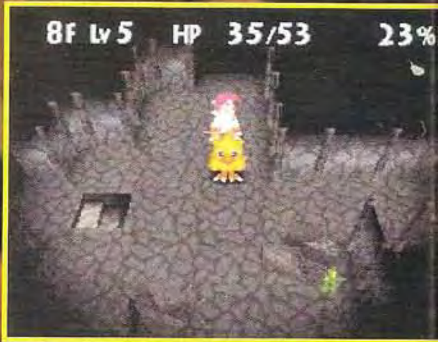
Dungeon Specifics

Stoves and other dungeon mainstays like **Bookshelves**, **Junk Shelves**, and **Torches** play a significant role in getting you through your second trip through Cape Dungeon. Make sure you exploit all of these dungeon features by pilfering items from them and using the Stoves to combine any **Claws** or Saddles you have in your inventory. You'll want to combine your **Claws** using either **Fire Books** or **Thunder Books** for maximum preparation against the Boss Skullhammer.

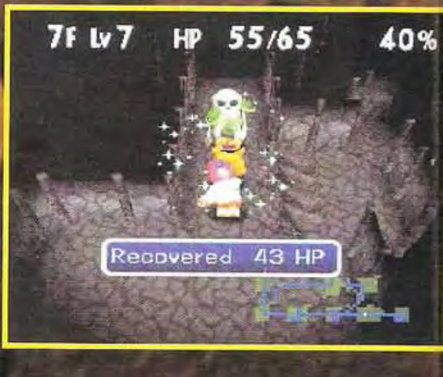


Picked up
Blizzard Book1

As you progress further into the dungeon, the floor plans change to expose stone floors and narrow halls. You'll still be able to dig through walls with the appropriate Claws or Stones to sniff out quicker routes and hidden items.

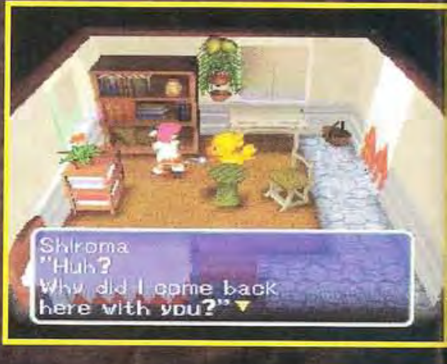


Use Shiroma's ability to heal you for major HP once per floor to its utmost. You'll want to build up your levels as much as possible in these early stages to prepare for the Boss of the dungeon and the rest of the game.



Recovered 43 HP

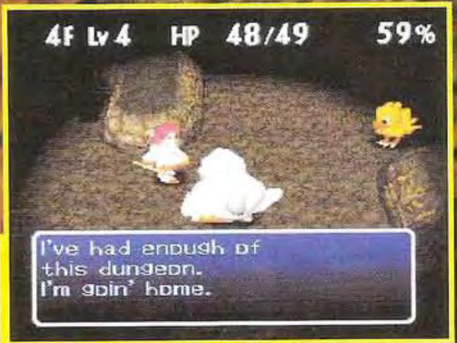
It's a wise idea to get through the first five floors of the dungeon to meet up with Shiroma and have her join your party before you use a **Teleport Tag** to get out of the dungeon and rest up or save. This way you can have her at your side through the first five levels when you reenter.



Shiroma
"Huh?
Why did I come back
here with you?"

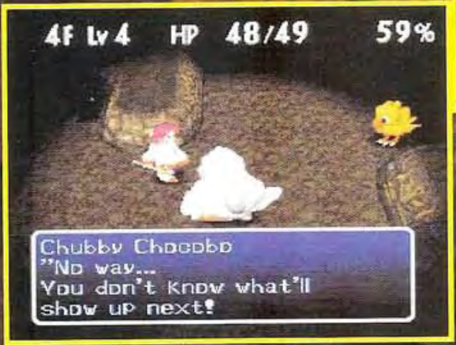
Shiroma & Chubby Chocobo

When you reach the fifth floor, you will trigger an event in which you bump into Shiroma and her friend, Chubby Chocobo. While Chubby Chocobo takes the opportunity to run out of the dungeon, Shiroma continues deeper into the maze before you can catch up with her.



4F Lv 4 HP 48/49 59%

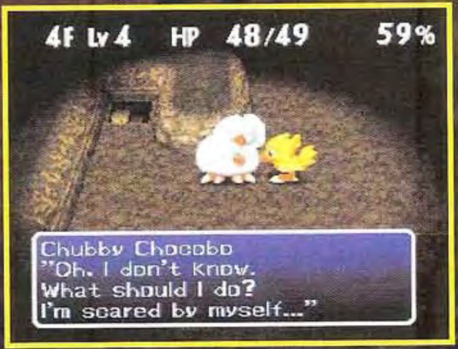
I've had enough of
this dungeon.
I'm goin' home.



4F Lv 4 HP 48/49 59%

Chubby Chocobo
"No way...
You don't know what'll
show up next!

Shiroma is stranded on the sixth floor when you arrive and agrees to join forces with you. This is ideal, as her White Mage abilities are very useful. By using her healing powers you can reserve your Potions and other healing items, like Drain Books, for the fight with the Boss, Skullhammer. But don't rely too heavily on Shiroma, because she can only heal you once per floor. Once you use her healing powers, you need to resort to using your **Potions** or using a **Teleport Tag** to exit the dungeon altogether, unless you can hurry to the next floor.



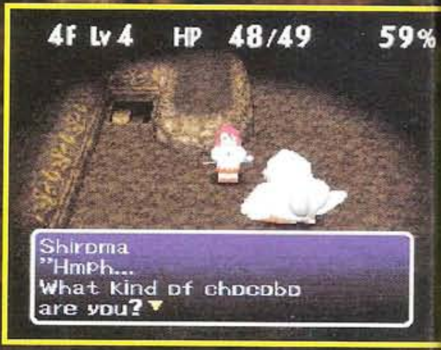
4F Lv 4 HP 48/49 59%

Chubby Chocobo
"Oh. I don't know.
What should I do?
I'm scared by myself..."

Build up your levels and increase your stats by collecting **Claws** and **Saddles**. Shiroma's company is perfect for traipsing through the dungeon repeatedly until you're strong enough to face the Boss.

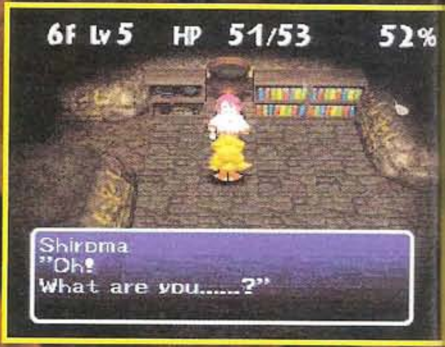
Events

As mentioned earlier, when you reach the fifth floor you bump into Shiroma and Chubby Chocobo. Shiroma continues deeper into the dungeon before you can catch up to her.



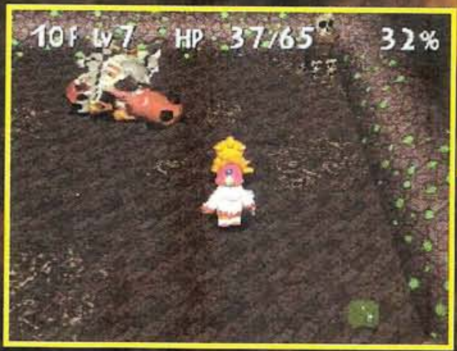
Shiroma
"Hmph...
What kind of chocobo
are you?

On the sixth floor, you join up with Shiroma and she explains how to use the **Stoves** that you stumble across in the dungeons. Use the Stove to beef up your **Claws** or **Saddles** along with any **Fire** or **Thunder Books** that you've collected during your journey.



Shiroma
"Oh!
What are you......?"

The tenth floor houses Skullhammer. Make sure you save your game using a **Memory Tag** before you climb up to the top level so you can always start from your last save point if you're defeated.



Boss: Skullhammer

Approximate HP:

1st form = 250 HP
2nd form, head: 160 HP, hands (x2): 160 HP, heart: 180 HP

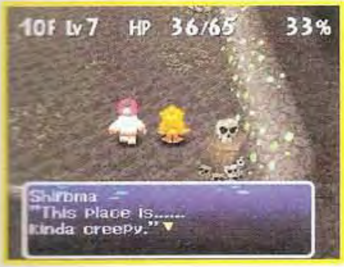
Recommended Level:

6

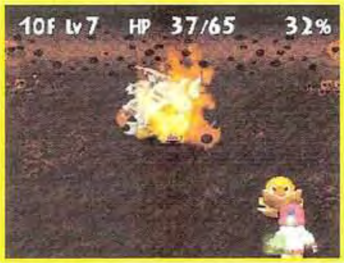
Weakness:

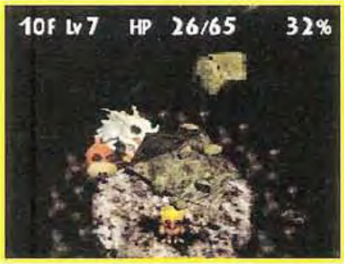
Fire

When you first start the fight, keep moving! Make sure you heal using **Potions** and kick a few over to Shiroma if she gets hit. Remember that Shiroma can heal you if your HP gets below a certain level and your meter glows yellow. Use **Fire Books** on Skullhammer. Once you cause enough damage, Skullhammer transforms into its second form, which consists of several different parts: a head, two arms, and a heart. Concentrate your Fire attacks on any one of Skullhammer's body parts when it's in this form. Keep plugging away and use as many **Potions** as needed to restore your health. You need around five to seven **Fire Books** and around three **Potions** if you're at the recommended level. If you fail to defeat any one part of its second form within a certain amount of time, Skullhammer will revert back to its first form.



Shiroma
"This place is......
Kinda creepy."





The Village and Cid's Tower

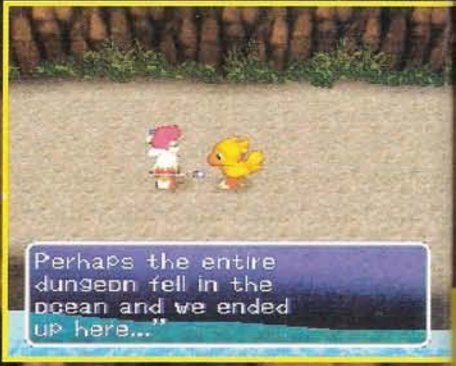
After Cape Dungeon

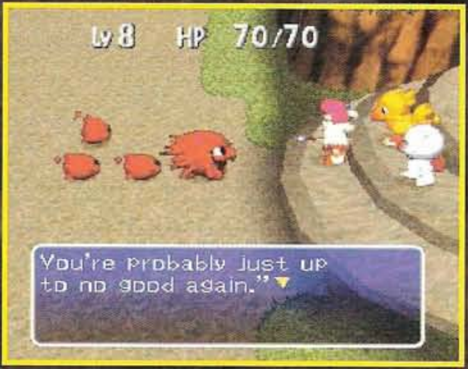
Shortcuts:
6F, 11F

Floors:
15

Companion:
Cid

As the dungeon sinks into the sea, Chocobo, Shiroma, and a very disappointed Mog head over to the small village nearby. Once you reach the entrance, Mrs. Bomb and her family greet you.


Perhaps the entire dungeon fell in the ocean and we ended up here..."



You're probably just up to no good again."

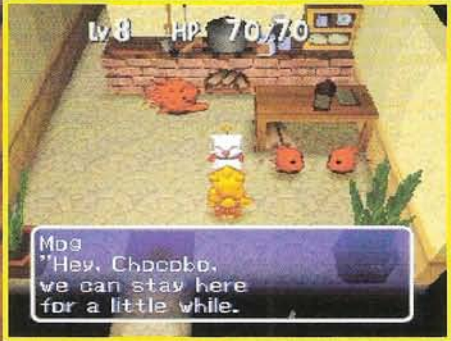
The townspeople are unusually cold toward Shiroma even though she's lived in the Village all her life. Shiroma confides to Chocobo that the sudden shift in the villager's feelings toward her might have something to do with the mysterious dungeon you just escaped.

The Village

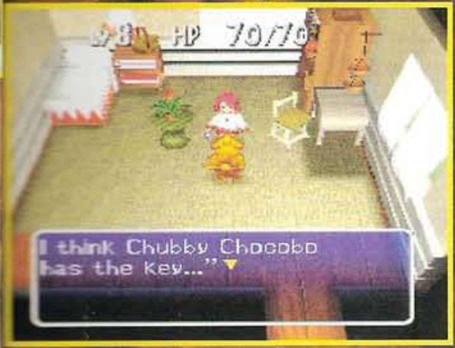
Once you enter the Village, you can access the following new locations:

- Chubby Chocobo's Item Shop
- The Black Mage's Lab
- Tonberry's Restaurant
- Gamedon's Storage Shack
- Mrs. Bomb's House
- Shiroma's House
- Ben's House
- The Titan Statue
- The Tree of Life
- Beach Area

Before you go anywhere else, make sure you stop by Mrs. Bomb's House. Inside you'll find that Mog is now staying with her. Mog and Mrs. Bomb inform you that to fetch the treasure from the bottom of the ocean, you need to speak to Cid about his special **Submarine**. But the villagers have locked the gate leading to Cid's Tower just outside of town, so it's up to you to figure out how to get past it.



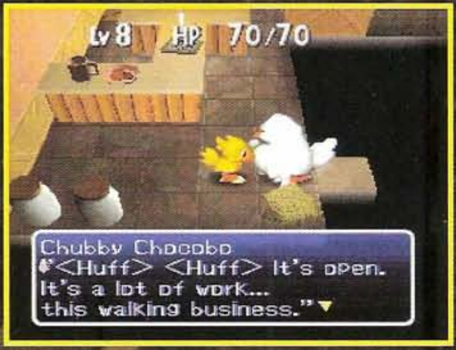
Mog
"Hey, Chocobo,
we can stay here
for a little while.



I think Chubby Chocobo
has the key..."

Next, visit Shiroma's House in the lower-right corner of town. She tells you that the only person who has the key to Cid's Tower's gate is Chubby Chocobo. She directs you to the Village Shop to find him.

When you visit the shop, you meet up with Chubby Chocobo once again. After a little conversation, Chubby leaves the shop for a moment to unlock the gate. When he returns, you can pass through the gate to Cid's Tower! Before you go, make sure you take care of a few things first.



Chubby Chocobo
"<Huff> <Huff> It's open.
It's a lot of work...
this walking business."

Tip

WHEN CHUBBY RETURNS AND PLOPS HIMSELF IN THE DOORWAY OF THE ITEM SHOP, YOU CAN EXIT BY WALKING DIAGONALLY PAST HIM.

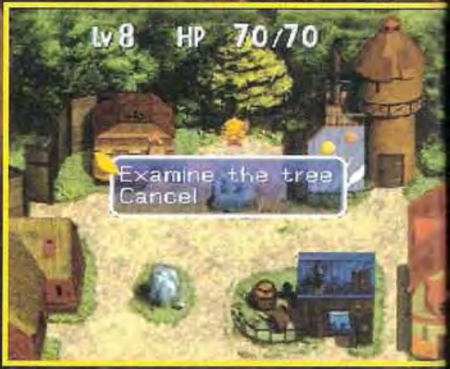
Village Events

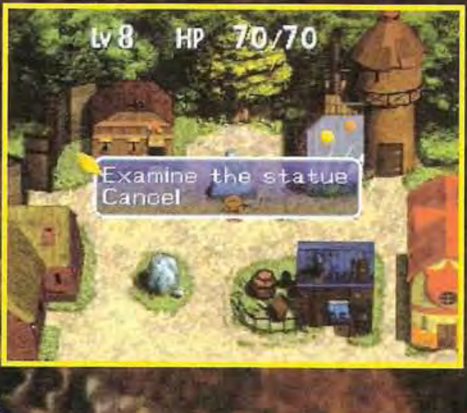
Now that you can wander around the Village, check in with the different residents whene er you get a chance to discover if something new is going on. You often can receive good information or even precious items if you talk to the villagers. Most of the time you'll nee a special item in your inventory to prompt certain events, but here are a few things to keep an eye out for.

Note

All of the Village events take time to access, so you need to keep returning after exploring more and more of the dungeon. If you discover that you can't seem to trigger a certain event, simply progress further into Cid's Tower or complete it altogether and you'll find that most of the events in the Village occur for you.

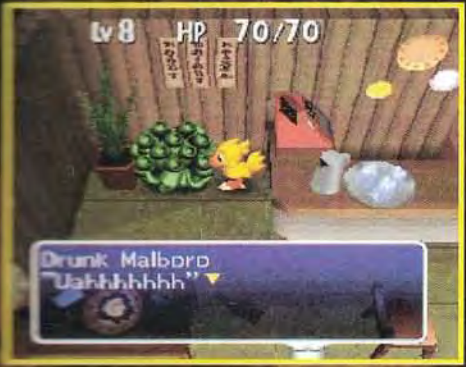
- Visit the Tree of Life between the Restaurant and the Lab to speak with Gotton and Gauche. Gotton asks if you have any Feathers to spare to nurse the Tree of Life back to health. If you have some in your inventory that you're willing to give, go ahead. By returning to the Tree of Life throughout the game and giving Gotton any spare Feathers you have, you'll entice Gauche to give you **Nuts**. After handing over a good amount of **Feathers**, you may also be able to receive some from the Tree of Life when its health is fully restored.





- Take a minute to visit Ben at the Titan Statue in the center of town. Afterward, repeatedly speak with Baby Mo in the rock-filled house in the upper-right corner of town and you'll discover that Ben is Baby Mo's father. Baby Mo is lonely for his father to return. After a few visits to the dungeon, keep revisiting the pair. Eventually, Be asks you a question concerning the Titan Statue. Simply reply "An earthy smell[el]," then after a few more visits to the dungeon you'll be able to hand over a **Quake Book** to Ben. Once this is accomplished, you'll then trigger an event that brings the Titan Statue to life. Afterwards, you'll receive the **Titan Feather** for your troubles.

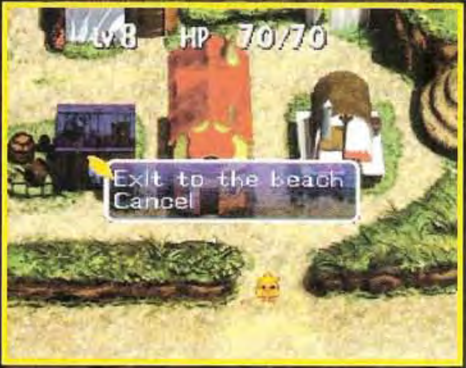
After clearing the sixth floor in Cid's Tower, visit the Black Mage's Lab and speak with the Head Magician. You'll be asked a question; simply reply "Yes" and you'll have a choice of three different Feathers to add to your collection: **Fireball**, **Blizzard Storm**, or **Thunder Cross**. Make sure you pick one up.



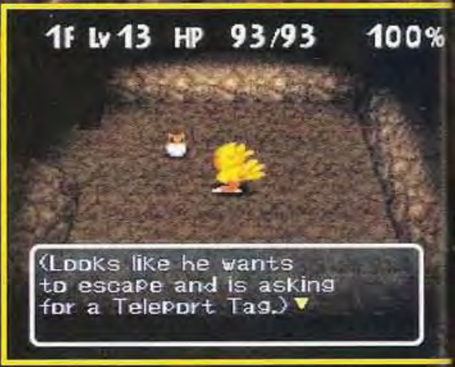
Drunk Malboro
"Uahhhhhhh"

After you've stocked up on **Thunder Books** from Cid's Tower, pay a visit to Tonberry's Restaurant near the gate to Cid's Tower. Tonberry mentions that the Malboro in the corner of the restaurant has been driving away customers with its incessant sobbing and drinking. After you speak with Malboro repeatedly, it asks you to use **Thunder Books** on it. You must use seven Thunder Books on Marlboro to restore it to its real self: Ramuh! Once this happens, you receive the Ramuh Feather!

Make sure you visit the Beach whenever you're in town. Treasure chests are washing ashore from the sunken dungeon and all you have to do is pick them up to receive miscellaneous items! Once you've gotten far enough into Cid's Tower and after you've collected enough chests from the Beach, you find the last treasure chest, which contains Sylph, the Wind Elemental! Sylph rewards you for your efforts by giving you the **Sylph Feather**.



Remember to keep returning to the Head Magician in the Black Mage's Lab. Whenever you're in the Village stop by—the Head Magician offers you one of three Feathers (**Slow**, **Sleep**, or **Confusion**). Later in your quest he offers another choice between five Feathers (**Gravity**, **Meteorite**, **Doom**, **Flare**, or **Bio**).



〈Looks like he wants to escape and is asking for a Teleport Tag.〉

When you reach the sixth floor in Cid's Tower, you can return to the village and use the newly opened shortcut in Chubby Chocobo's Item Shop. Upon entering the shortcut dungeon, you come across Chip inside. The lost squirrel is scared and in desperate need of a **Teleport Tag**, so make sure you give it one from your inventory. Once this is done, the next time you return to the Village, visit Gamedon's Storage Shack. Chip is Gamedon's friend. Out of gratitude for helping Chip, Gamedon gives you an extra 10 spaces in your inventory for free. After that, any time you return to Gamedon's Storage Shack, you can speak with Chip to increase your inventory space in exchange for Gil. Gamedon also makes his Repair Shop open to you. For 2000 Gil, Gamedon can improve the **DUR** (durability) value of any chosen Claw or Saddle by 10.

Cid's Tower

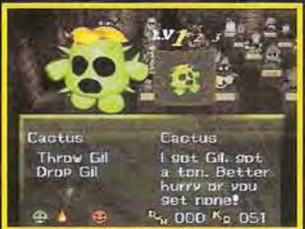
When you're ready to take the plunge, head through the gate near Chubby Chocobo's Item Shop to find a path leading up to Cid's Tower. You have to enter alone at the start, but once you make your way up to the third floor, you discover Cid! From this point on, he accompanies you whenever you reenter the dungeon.

There are 15 floors in Cid's Tower, so begin stockpiling **Thunder Books** while you make your way, because you need them for the Boss fight against Imp Robo #55 on the fifteenth floor. Use the lower floors to build up your levels and collect items and equipment.

Cid's Tower is the first dungeon that has Shortcuts. You can access these shortcuts only by first reaching the specified floor and then using the shortcut entrance in Chubby Chocobo' Item Shop in the Village.

Enemies

The monsters in Cid's Tower grow progressively tougher as you climb floors, but keep in mind that any machine-type enemy is vulnerable to **Lightning**. Just make sure you don't use up all your **Thunder Books** before you get to the Boss!



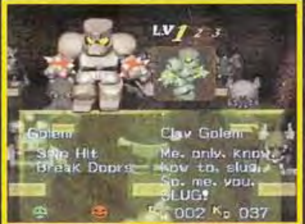
Cactus
Throw Gil
Drop Gil

Cactus
I got Gil, got a ton. Better hurry or you get none!

000 051

Cactus

The Cactus is tough, but it drops loads of **Gil** if you get to it quick enough!



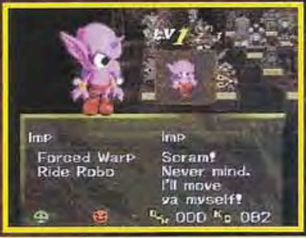
Golem
Spin Hit
Break Doors

Clay Golem
Me. only. know. how. to. slug. So. me. you. SLUG!

002 037

Clay Golem

The Clay Golem has high defense and attack power, but is slow.



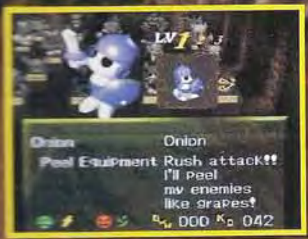
Imp
Forced Warp
Ride Robo

Imp
Scram! Never mind. I'll move ya myself!

000 082

Imp

Imps are quick and pesky, but easy to defeat.



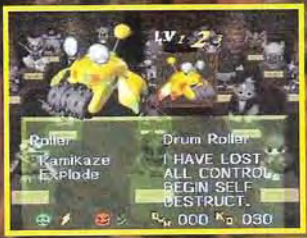
Onion
Peel Equipment

Onion
Rush attack!!
I'll peel
my enemies
like grapes!

000 042

Onion

With high defense and attack power, Onion's Peel Equipment attack is dangerous if you don't know what to expect.



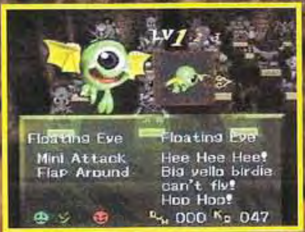
Roller
KamiKaze
Explode

Drum Roller
I HAVE LOST
ALL CONTROL
BEGIN SELF
DESTRUCT.

000 030

Grand Roller

Use Thunder Books on this monster.



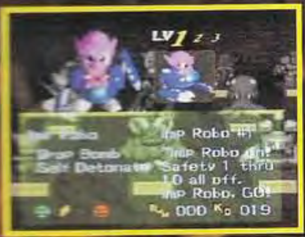
Floating Eye
Mini Attack
Flap Around

Floating Eye
Hee Hee Hee!
Big yello birdie
can't fly!
Hoo Hoo!

000 047

Floating Eye

Watch out for its Shrink Magic, but otherwise the Floating Eye is easy to defeat.



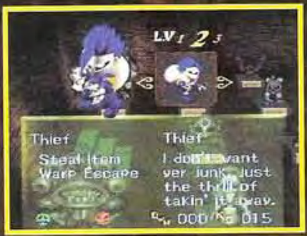
Imp Robo
Drop Bomb
Self Detonate

Imp Robo
Imp Robo on!
Safety 1 thru
10 all off.
Imp Robo, GO!

000 019

Imp Robo

The Imp Robo is tough and quick. Use Thunder Books to defeat it.



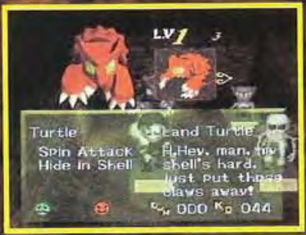
Thief
Steal Item
Warp Escape

Thief
I don't want
yer junk. Just
the thrill of
takin' it away.

000 015

Thief

Always defeat Thief if it manages to steal any of your items; your items will be returned upon its defeat.



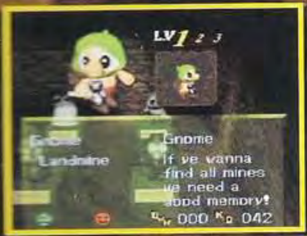
Turtle
Spin Attack
Hide in Shell

Land Turtle
A.Hey, man, my
shell's hard.
Just put those
claws away!

000 044

Land Turtle

The Land Turtle has high defense; you just need to make sure you keep hitting it.



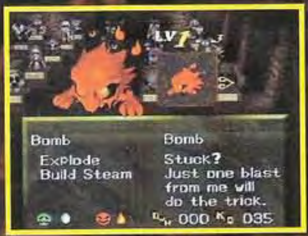
Gnome
Landmine

Gnome
If ve vanna
find all mines
ve need a
good memory!

000 042

Gnome

Watch out for the landmines it sets when the Gnome's ATB bar turns red!



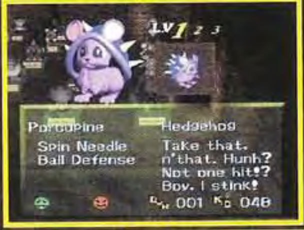
Bomb
Explode
Build Steam

Bomb
Stuck?
Just one blast
from me will
do the trick.

000 035

Bomb

Quickly defeat Bomb if it starts powering up for an explosion.



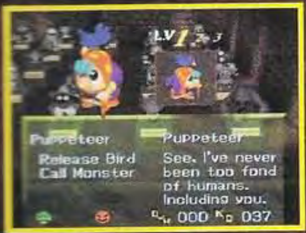
Porcupine
Spin Needle
Ball Defense

Hedgehog
Take that.
n'that. Hunh?
Not one hit!?
Boy, I stink!

001 048

Hedgehog

Although it has a high defense, the Hedgehog is relatively easy to stop.



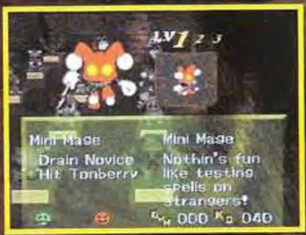
Puppeteer
Release Bird
Call Monster

Puppeteer
See, I've never
been too fond
of humans.
Including you.

000 037

Puppeteer

The Puppeteer has few HP, but a nasty, long range attack.



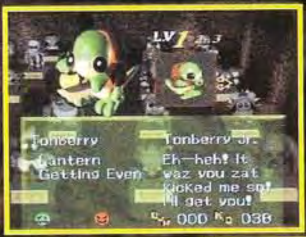
Mini Mage
Drain Novice
Hit Tonberry

Mini Mage
Nothin's fun
like testing
spells on
strangers!

000 040

MiniMage

The MiniMage is quick and has some heavy spell power.



Tonberry
Lantern
Getting Even

Tonberry Jr.
Eh—heh! It
waz you zat
kicked me so!
I'll get you!

000 038

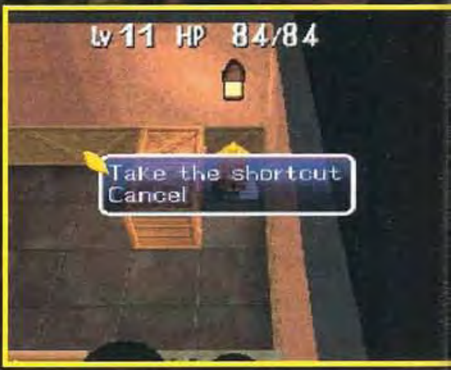
Tonberry Jr.

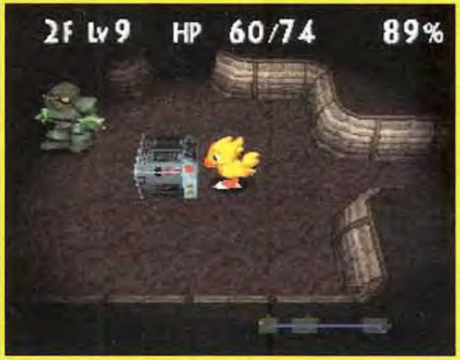
Tonberry Jr. is slow to attack, but has strong power.

Dungeon Specifics

There are a few new things to look for in Cid's Tower:

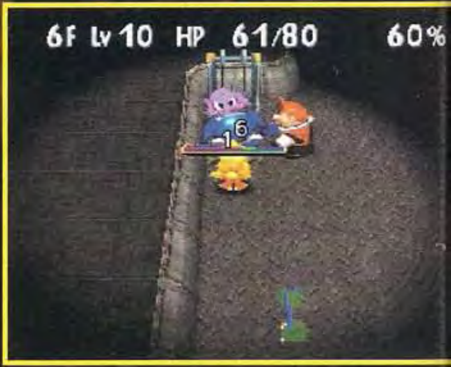
- Shortcuts are here! After you enter the sixth floor or the eleventh floor you can return to them at any time by using Chubby Chocobo's shortcut entrance in the Village. You have to fight through a floor of enemies to access the shortcut inside the mini-dungeon below Chubby's shop.



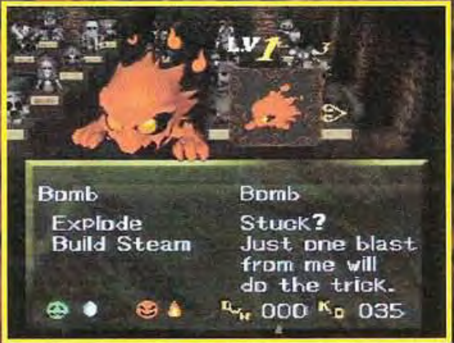


- Strange contraptions that look like large machines sit in different areas of Cid's Tower. These machines work exactly like the torches in the Cape Dungeon, but you must use **Thunder Books** to activate them. Once lit, they reveal the trap locations on that particular floor.

- Some of the later dungeon floors have vacant vehicles. When vacant, these machines are harmless, but get an Imp nearby and it will make a beeline to the driver's seat. Once an Imp is inside one of these vehicles, start attacking right away. If you allow it to fulfill its special attack, it will merge with the machine to become an Imp Robo creature with much more power and higher defense!



- There are a plethora of new traps in Cid's Tower! Among them is an Unequip Trap that peels off all of your equipment. When you step on this trap, you have to go back into the Inventory menu to re-equip all of your weapons, armor and items.



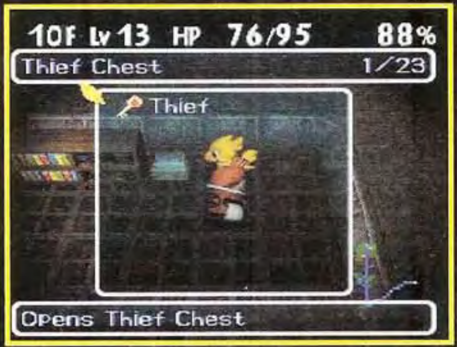
Bomb
Explode
Build Steam

Bomb
Stuck?
Just one blast from me will do the trick.

You run into Bombs for the first time in Cid's Tower. Don't kick a **Nitro** potion at one of them, because the Bomb will divide into two.

4F Lv 10 HP 54/80 61%

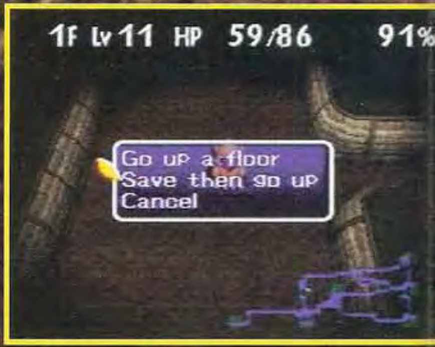
This will be the first time that you'll also have access to Dungeon Shops. Remember to avoid shoplifting from the Store Keeper at any of the Dungeon Shops, unless you're fully prepared to pay the price (your life, that is). (For more information about how Dungeon Shops work, check the "Game Basics" section in this book.)



Opens Thief Chest

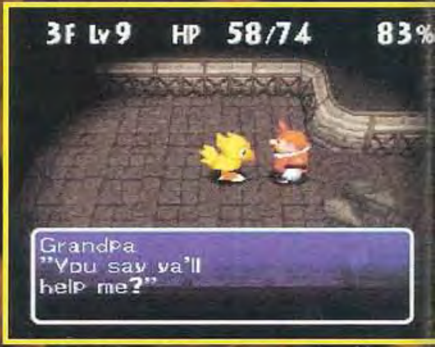
There are two new types of treasure chests to be pilfered in Cid's Tower: **Magic Chests** and **Thief Chests**. Each type of chest can only be opened a specific way. The Magic Chests (ornate red and gold boxes) can always be opened by using a **Drain Book**. Using a Magic book may also work, but if it fails to work on your first attempt, you will see a visual representation of the correct Magic book to use. For example, if you use an Aero Book on a Magic Chest and it does not open, and instead you see a small ball of fire appear above the Magic Chest, using a Fire Book will open the chest. Magic Chests usually contain **Magic Stones**, **Cards**, or **Equipment**. Thief Chests (gray steel) can only be unlocked with the aid of a **Thief's Key**. How do you get one? You must first defeat a Thief or Thug in the dungeon. Occasionally upon defeat, the Thief or Thug will randomly drop a Thief's Key. This is the only way to get them and the only way to unlock those Thief Chests.

Bring along enough **Memory Tags** to save your game whenever necessary. It's important that you use one of these tags when you're climbing from the thirteenth floor to the fourteenth floor, because you can't save between the fourteenth and fifteenth floors prior to the Boss fight.

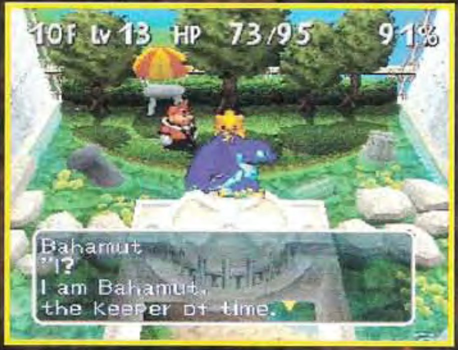


Events

On the third floor, you meet up with Cid, the inventor. He tells you that Imps have taken over his tower and his machine! After he tells his story, he agrees to join you in your quest if you help him get rid of the Imps in the tower.

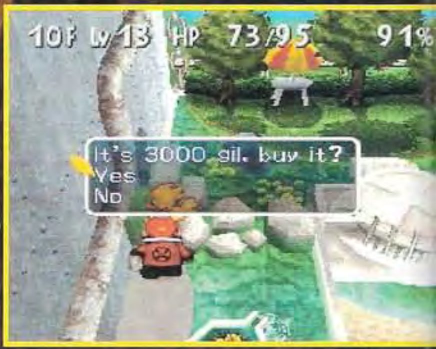


Grandpa
"You say ya'll help me?"



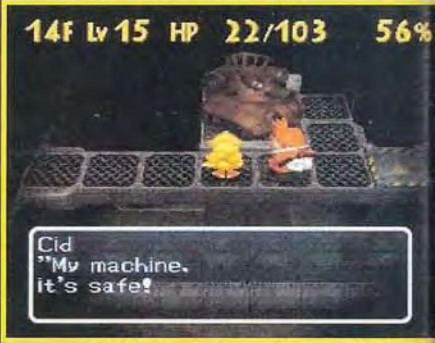
Bahamut
"I?
I am Bahamut,
the Keeper of time.

When you reach the tenth floor, you stumble into a peaceful garden fully equipped with a flowing fountain and a bridge. As you and Cid rest from your journey, Bahamut appears on the bridge. Before you can get any real information out of Bahamut, it disappears. Take a moment to pick up the equipment in the treasure chest in the lower-left corner of the garden. There's also a machine near the left-hand exit that will give you an **Octopus Essence** for 3000 Gil. You can use this Essence to recover Chocobo's energy.



It's 3000 gil, buy it?

Upon reaching the fourteenth floor, Cid discovers his Cidtank safe and sound. After boarding the machine, you follow on the elevator nearby. Prepare to meet Imp Robo #55, the Boss of Cid's Tower.



Cid
"My machine,
it's safe!

Boss: Imp Robo #55

Approximate HP:

500 (Imp Robo #1 x2: 400 HP/each)

Suggested Level:

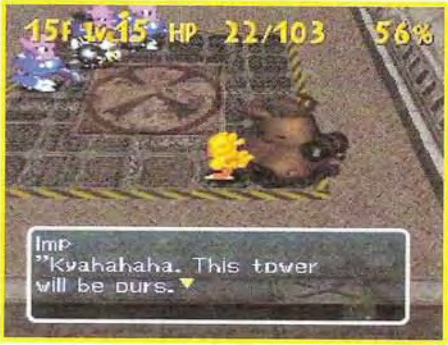
18

Weakness:

Lightning

Imp Robo #55 can be a real challenge, simply because there are three enemies to deal with on a small playing field. Remember to use each turn while remaining still on the battlefield until you're positive of your next move. Use a steady stream of Thunder Books to take out the main Boss, while taking care to stay out of its range. Leave the up close messy work to the Cidtank while you maintain your distance. If Cid is running out of HP, conserve your Potions and call up Ramuh by using your Ramuh Feather. Imp Robo #55's weakness is Lightning, so Ramuh really packs a punch with Thunder attacks and even some very strong physical hits.

Keep using Thunder Books and healing potions whenever necessary. When the Imp Robo #55 goes down, its sidekicks are a piece of cake. You can also use Rust Cards against any of the enemies to wear down their defenses. Once the fight is over, it's time to head into Cid's submarine



Imp
"Kyahahaha. This tower will be ours."

15F Lv15 HP 103/103 58%

15F Lv16 HP 45/109 26%

Sea Floor Dungeon

Cid's Submarine

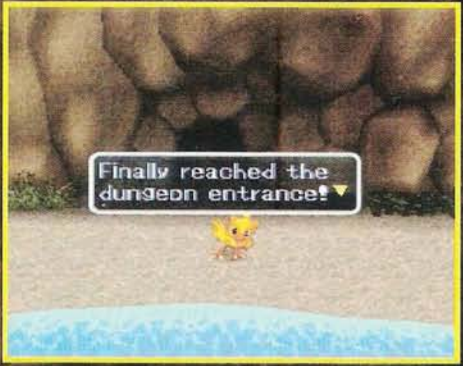
Shortcuts:
6F, 11F, 17F, 22F

Floors:
27

Companion:
Shiroma

After defeating the Imp Robo and its crew, Cid escorts you down to his submarine. As he prepares his ship, things get a little out of hand and you're tossed into the ocean just offshore. After a short swim, you emerge on dry land directly in front of the entrance to the Sea Floor Dungeon.

Oh yes. I heard he went to ask you to borrow your submarine.

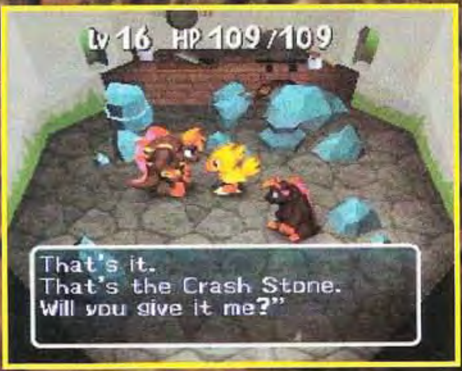

Finally reached the dungeon entrance!

Shiroma is waiting, and tells you that Cid's submarine has formed a bridge between the peninsula where the Village sits and the entrance to the Sea Floor Dungeon. She will accompany you inside, but you should make sure you rest and restock from the Village before rushing into the next maze.

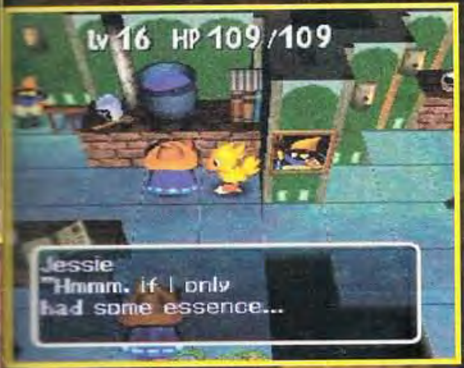
Village Events

Now that Cid's Tower is clear, there are more things for you to do in the Village. Remembe that you must return to the Village as you journey through the Sea Floor Dungeon to ensure the progress of the events taking place.

If you cleared the event with Ben and Titan by giving him the **Quake Book**, Ben returns to his home. Visit Ben's House. He and Baby Mo will be cleaning up the mess he left during his sculpting excursion. Talk to Ben and when he asks for a **Crash Stone**, hand it over. Giving him a **Nitro Tonic** also works. He can now quickly clean his house. If you return later, his wife will return, making Baby Mo happy once again.



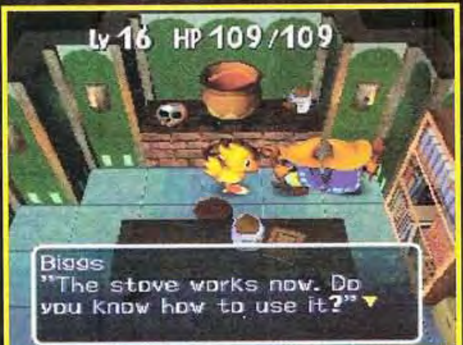
That's it.
That's the Crash Stone.
Will you give it me?"



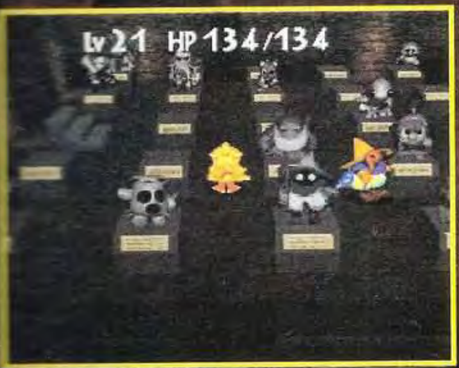
Jessie
"Hmmm. if I only
had some essence...

If you managed to capture an **Essence** while in Cid's Tower or during your visits to the Sea Floor Dungeon, make sure you have one in your inventory and speak with Jessie at the Black Mage Lab. In exchange for the **Essence** (any will do), Jessie turns one of the Stoves into a **Dispel Potion** station. You can speak with Jessie any time after this has taken place to swap 100 Gil for a taste of **Dispel**. This helps you "un-curse" any cursed items you may have equipped.

Make sure you have a **Fire Book** or **Thunder Book** on hand and speak with Biggs in the Black Mage Lab. If you give one up, Biggs not only hands over your choice of either a **Quake All** or **Aero All Feather**, but you'll also gain access to Biggs' stove. In exchange for 300 Gil, you'll be able to combine **Claws** or **Saddles** while using the Stove.

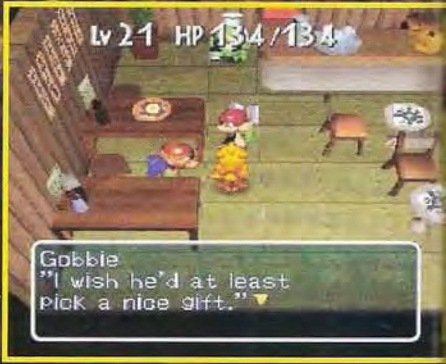


Biggs
"The stove works now. Do
you know how to use it?"

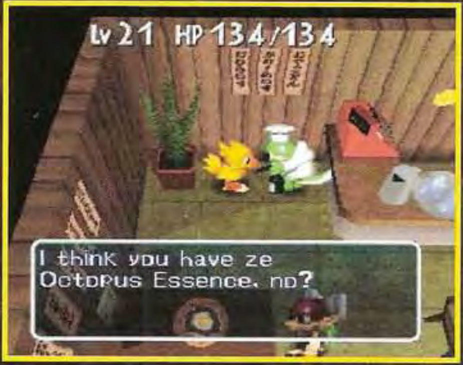


The basement of the Black Mage Lab is now open. Inside are statues of all the monsters you've defeated in the previous dungeons. Examine each statue and you can read up on each form of the monster depicted. There are a total of three rooms in the basement, and to have a statue erected of each game monster, you need to defeat them all.

Visit Tonberry's Restaurant after taking care of Malboro/Ramuh. Tonberry has two new customers named Gobbie and Gobly. They're having relationship woes, so when Gobly asks you for a **Magic Stone**, go ahead and sell him any one you have for 500 Gil.



Gobbie
"I wish he'd at least
pick a nice gift."

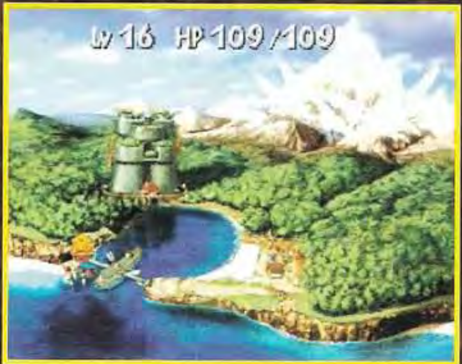


I think you have ze
Octopus Essence, no?

Revisit Gobly from time to time and you'll find that your Magic Stone hasn't exactly patched up his relationship with Gobbie. Capture either a **Worm** or **Octopus Essence** and give it to Tonberr After a little while, speak with Tonberry again, an then Gobbie. Gobbie opens up after eating Tonberry's recipe and you can access the basement of the restaurant.

In the basement of Tonberry's Restaurant is Lamy, the resident Essence drink expert. Go into the dungeon and capture a **Plant Essence**, and then return to Lamy. She'll exchange the Plant Essence for a **Dragon Essence** and soon after give you access to a **Jukebox** that plays any of the tunes from the game.

Sea Floor Dungeon

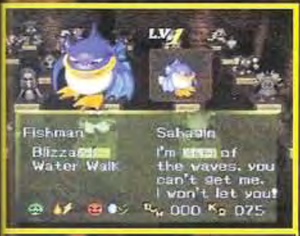


The longest and one of the toughest dungeons in the game, the Sea Floor Dungeon contains a total of 27 floors and plenty of brutal enemies. You must travel through the depths of the ocean to reach the upper floors of the tower, and the enemies grow increasingly challenging.

Make sure you pack plenty of **Peanuts** or energy replenishing items once you get into the later floors, because the Mummies that lurk there have energy draining spells It's also a wise idea to keep building your levels until most of the monsters inside the dungeon are relatively easy to defeat. Conserve your **Thunder Books** and **Drain Books** for the Boss and some of the tougher enemies. It's a wise idea to repeatedly enter and teleport out while stockpiling these items.

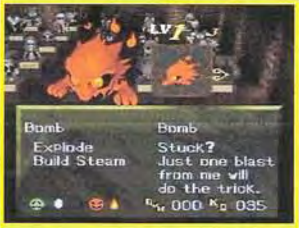
It's not a bad idea to start saving your Gil as well. You'll need as much as you can get to buy the rare items being sold in the Dungeon shops throughout the maze. Keep an eye ou for the **Carbuncle Stone** in some of the shops, because it's a big help in the upcoming fight against the Boss Ultros.

Enemies


Fishman
Blizzard
Water Walk
Sahagin
I'm [illegible] of the waves, you can't get me. I won't let you!
000 075

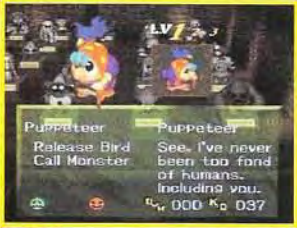
Sahagin

The Sahagin has high attack power and can cross water.


Bomb
Explode
Build Steam
Bomb
Stuck? Just one blast from me will do the trick.
000 035

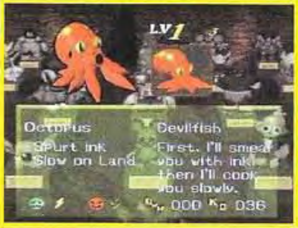
Bomb

Avoid kicking Nitro Tonics at the Bombs, because they will split in two.


Puppeteer
Release Bird
Call Monster
Puppeteer
See, I've never been too fond of humans. Including you.
000 037

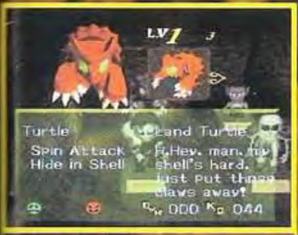
Puppeteer

The Puppeteers have long range attacks and call up new, more powerful beasts


Octopus
Spurt Ink
Slow on Land
Devilfish
First, I'll smear you with ink! then I'll cook you slowly.
000 036

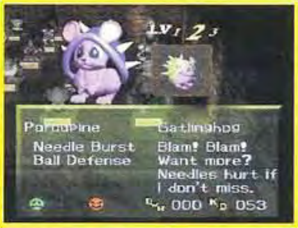
Octopus

Avoid getting blinded by the Octopus's ink.


Turtle
Spin Attack
Hide in Shell
Land Turtle
H.Hey, man, my shell's hard. Just put those claws away!
000 044

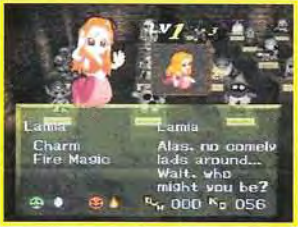
Land Turtle

Although the Land Turtle has high defense, it retreats into its shell after a hit.


Porcupine
Needle Burst
Ball Defense
Gatlinghog
Blam! Blam! Want more? Needles hurt if I don't miss.
000 053

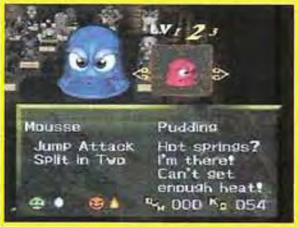
Gatlinghog

Be careful of the Gatlinhog's needle attack and high defense when it goes into its shell.


Lamia
Charm
Fire Magic
Lamia
Alas, no comely lads around... Wait, who might you be?
000 056

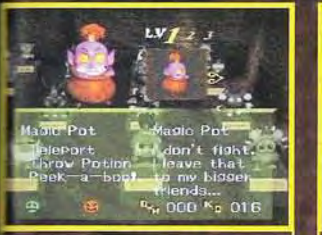
Lamia

If you use Fire and Charm spells, two hits should finish off the Lamia.


Mousse
Jump Attack
Split in Two
Pudding
Hot springs? I'm there! Can't get enough heat!
000 054

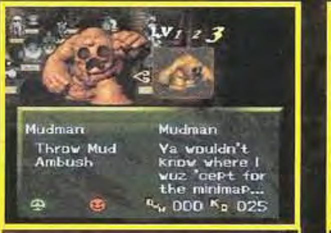
Pudding

Defeat the Pudding before it divides.


Magic Pot
Teleport
Throw Potion
Peek-a-boo!
Magic Pot
I don't fight. I leave that to my bigger friends...
000 016

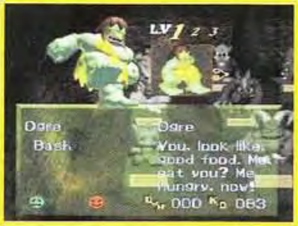
Magic Pot

The Magic Pot drops lots o' Gil, but warps quickly.


Mudman
Throw Mud
Ambush
Mudman
Ya wouldn't know where I wuz 'cept for the minimap...
000 025

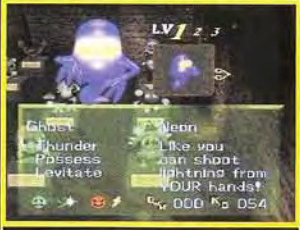
Mudman

The Mudman pops up unexpectedly from underground.


Ogre
Bash
Ogre
You, look like, good food. Me eat you? Me hungry, now!
000 083

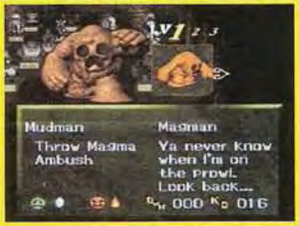
Ogre

The Ogre has high attack power, but is slow.


Ghost
Thunder
Possess
Levitate
Neon
Like you can shoot lightning from YOUR hands!
000 054

Neon

The Neon is quick and can float across open gaps in a maze.

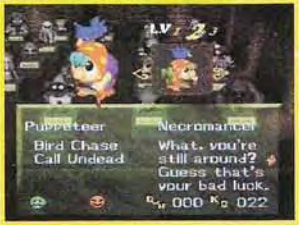


Mudman
Throw Magma
Ambush

Magman
Ya never know when I'm on the prowl. Look back...

Magman

The Magman has high attack power, but is slow.

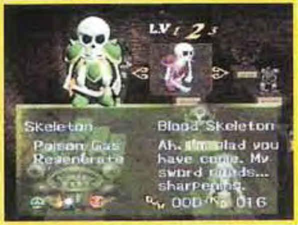


Puppeteer
Bird Chase
Call Undead

Necromancer
What, you're still around? Guess that's your bad luck.

Necromancer

The Necromancer calls powerful monsters and has a long attack range.

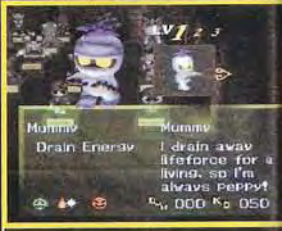


Skeleton
Poison Gas
Regenerate

Blood Skeleton
Ah, I'm glad you have come. My sword needs... sharpening.

Blood Skeleton

The Blood Skeleton delivers heavy hits, but is rather slow.

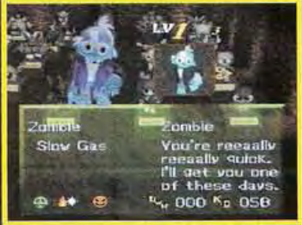


Mummy
Drain Energy

Mummy
I drain away lifeforce for a living, so I'm always peppy!

Mummy

The Mummy can drain your energy, but has low HP.

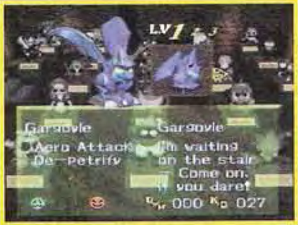


Zombie
Slow Gas

Zombie
You're reeeally reeeally quick. I'll get you one of these days.

Zombie

Watch out for Zombie Slow spells, which enable a Zombie to slow you down while it attacks you repeatedly.

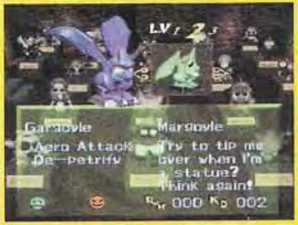


Gargoyle
Aero Attack
De-petrify

Gargoyle
I'm waiting on the stair — Come on, if you dare!

Gargoyle

Strong and quick, Gargoyles pack a punch with their Aero spell. Watch for them around staircases.



Gargoyle
Aero Attack
De-petrify

Margoyle
Try to tip me over when I'm a statue? Think again!

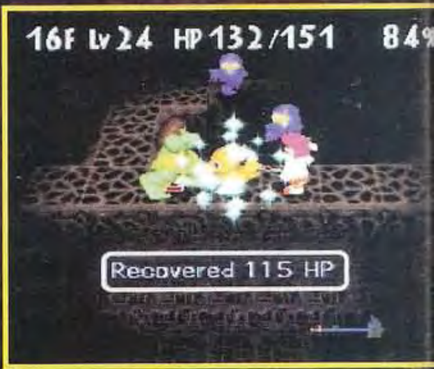
Margoyle

Margoyle's are tougher and more aggressive than Gargoyles.

Dungeon Specifics

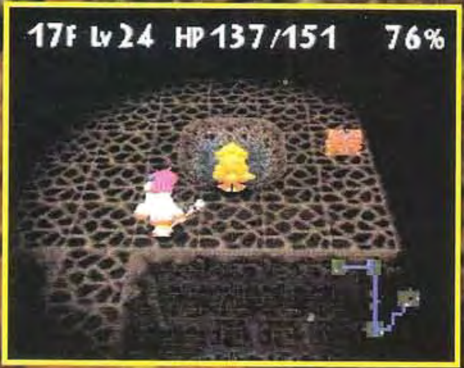
The Sea Floor Dungeon is spread over a host of different terrains and covers a lot of ground. You definitely need to level up as much as possible before you head too deep int this dungeon.

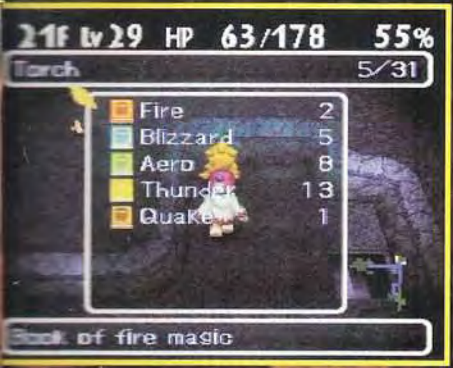
Remember that Shiroma can heal you for high HP amounts once per floor, so if your HP is running low and you want to conserve your Potions, wait until your health runs into the yellow and she'll heal you.



Recovered 115 HP

There are a lot of springs just waiting to be scooped up into Empty Bottles during the first section of the dungeon. Some of the switches you come across dry up these springs, so always empty them before you hit the switches.

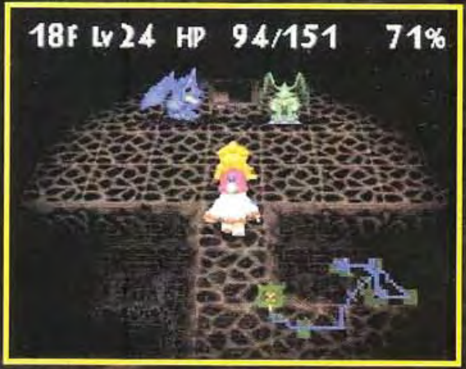




Book of fire magic

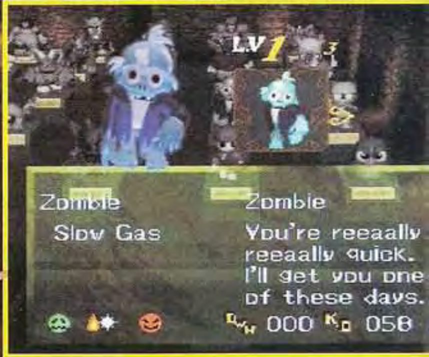
The torches in the Sea Floor Dungeon can be lit by either **Fire** or **Thunder Books**. Use these only if necessary so you can save as many of your magic spells as possible.

As you reach later levels of the dungeon, you'll come across Gargoyles guarding staircases . They usually travel in packs of four or more, so make sure you have plenty of magic books or a powerful set of **Claws** to do the work for you. A good way to chip away at a Gargoyle's health is to use **Stones** (preferably **Power Stones**) to hit them from a distance before they de-petrify and start attacking.



If you get hit by the Frog spell, you can cross bodies of water with ease. You won't change back into your normal form until you reach dry land. Be careful, because some of the enemies can walk on water and attack you.

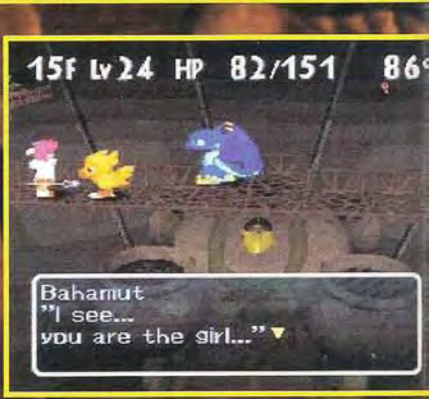
In the later levels of the dungeon, watch out for the Zombies and Mummies wandering the halls. The Mummies have a distance attack that can quickly drain your energy. If you don't have enough **Peanuts** on hand, you may need to back out and buy some from the Village. The Zombies have a Slow Gas spell that slows you down so that they get two attacks for every one of yours. Be careful or you'll find yourself KO'ed if you don't have any **Remedies** on hand.



Zombie
Slow Gas

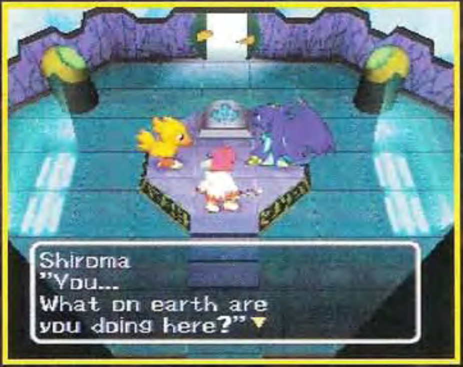
Zombie
You're reeaally
reeaally quick.
I'll get you one
of these days.

Events



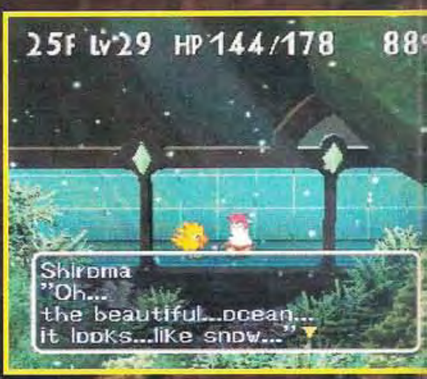
Bahamut
"I see...
you are the girl..."

When you reach the fifteenth floor, you run into Bahamut looking at a large mechanical stove. Shiroma is warned by Bahamut to leave the dungeon because she and the dungeon don't "belong to this time." What does he mean?



Shiroma
"You...
What on earth are
you doing here?"

As you climb up to the twenty-second floor, you stumble across Bahamut for the second time in the Sea Floor Dungeon. During a dramatic cinem you learn some *very* interesting facts about the dungeon and a mysterious being. Who could it b



Shiroma
"Oh...
the beautiful...ocean...
it looks...like snow..."

Upon reaching the twenty-fifth floor, Shiroma takes a moment to marvel over the ocean's beauty, but she seems heavy hearted. It's obvious that Shiroma cares very much about the villagers.

Boss: Ultros

Approximate HP:

1500

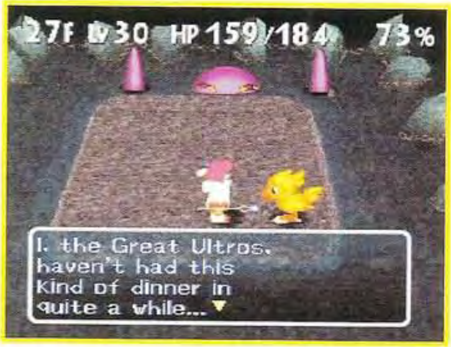
Suggested Level:

31

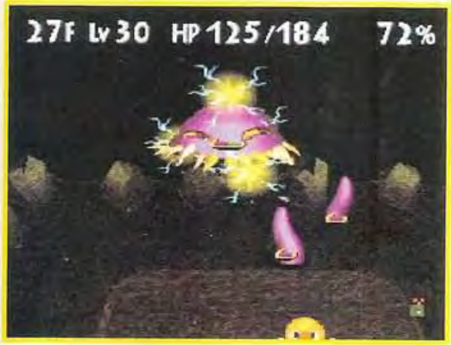
Weakness:

Lightning

Ultros has three parts: one head and two tentacles. The most important area to strike is the head, so you need to position yourself far enough away from the edges of the island to avoid getting hit by Ultros' tentacles, but close enough to aim your **Thunder Book** spells at its head.

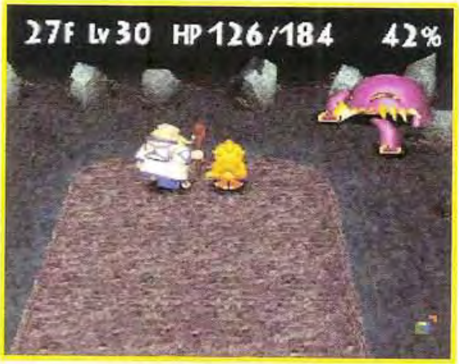


I, the Great Ultros, haven't had this kind of dinner in quite a while... ▼



Ultros' main distance attack is its Drain spell, which inflicts around 50-80 HP of damage each time it's used. The great thing about it is that you can also counter these attacks with **Drain Book** spells. Make sure you use **Drain Books** or **Hi-Potions** to replenish your health and call upon Ramuh using your **Ramuh Feather** to deal some very brutal Lightning blows to Ultros.

With Ramuh on board in battle, make sure you get close enough to Ultros to get Ramuh to close in. Then back away a step or two so that Ultros will attack Ramuh instead of you, then let fly with as many **Thunder Books** as you have in your inventory. If you have a **Carbuncle Stone** in your bag, the fight will go much more quickly—kick it at Ultros' head. Ultros has 1500 HP, so this may be a fairly long battle. But continue to attack its head and the arms will disappear once it's gone.



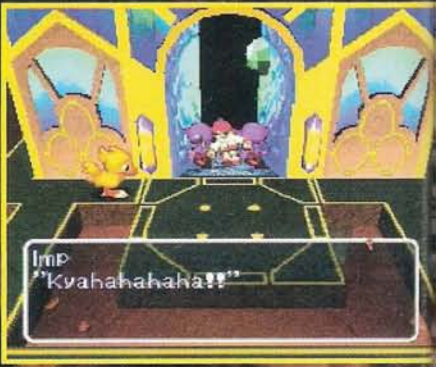
Snow Mountain

Shiroma Kidnapped!

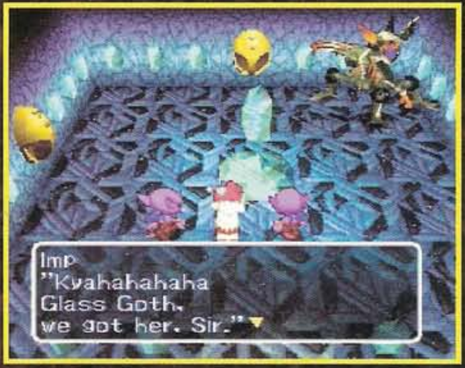
Shortcuts:
10th Floor &
17th Floor

Companion:
Cid

After defeating Ultros, you and Shiroma proceed to the next floor and race for the treasure room. As you hurry to catch up with Shiroma, she is grabbed by a pair of Imps and dragged inside—and the doors lock firmly behind her. Try as you might, you cannot get in.

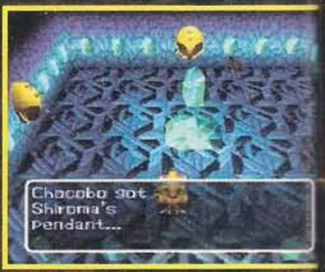


Imp
"Kyahahahaha!!"



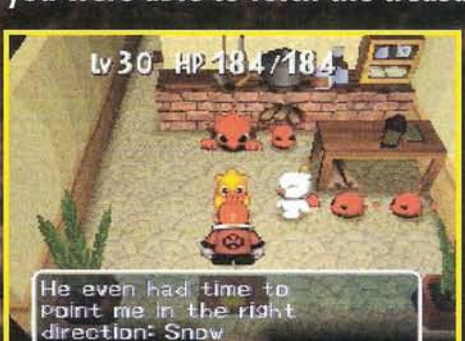
Imp
"Kyahahahaha
Glass Goth,
we got her, Sir."

When you finally break into the room, you notice a sparkle on the floor near the door. It's Shiroma's Pendant! You pick it up and exit the dungeon.



Chocobo got
Shiroma's
Pendant...

You return to Mrs. Bomb's home in the Village and Mog asks if you were able to fetch the treasure. Cid arrives to tell you he's spoken with Bahamut. Cid knows what has happened and tells you Bahamut has pointed to Snow Mountain as your next destination. He plans to join you on your quest and will wait for you at the entrance to the forest outside of town.



He even had time to
point me in the right
direction: Snow
Mountain.

Snow Mountain

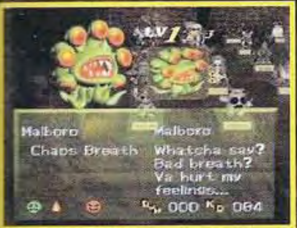
LV30 HP184/184

Snow Mountain is distinctive not only for its 23 levels, but also for the variety of terrain it covers. Starting off in the forest, you'll move through swamps, dungeons, and eventually reach the top of the mountain's snowy peak.

You must pack plenty of **Fire Books** if you're to survive the later levels, which swarm with powerful monsters and snowy landscapes. Make sure you pack a **Teleport Tag** each time you enter, because you'll need to do a lot of leveling up before you reach the mountain peak. It's wise to prepare your **Saddles** with sleep-resistant effects to battle your way through the swamps and forest areas. You'll come across an inordinate number of springs to fill your **Empty Bottles**, so make sure you have plenty in your inventory.

As you near the mountain itself, make good use of the shortcuts on the tenth and seventeenth floor to cut across some of the earlier terrain. Be warned—the monsters are just as tough in the shortcut areas as they are in the actual dungeon, so stock up with plenty of **Hi-Potions** and a **Teleport Tag**.

Enemies

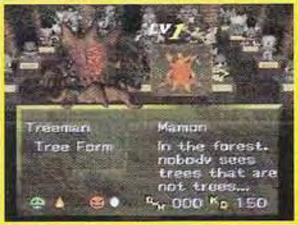


Malboro
Chaos Breath

Malboro
Whatcha say?
Bad breath?
Ya hurt my
feelings...

Malboro

The Malboro has a low defense, but some powerful punches.

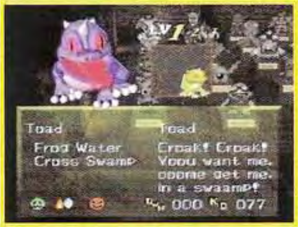


Treeman
Tree Form

Mamon
In the forest,
nobody sees
trees that are
not trees...

Mamon

The Mamon drops lots of Gil in the early levels.

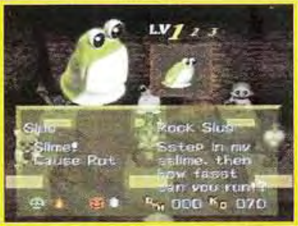


Toad
Frog Water
Cross Swamp

Toad
Croak! Croak!
Yoou want me,
cooome get me,
in a swaamp!

Toad

Watch out for the Toad's long distance Spittle attack.

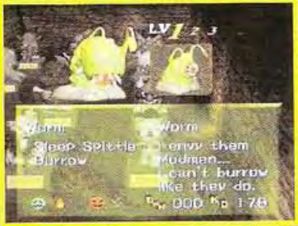


Slug
Slime!
Cause Rot

Rock Slug
Sstep in my
sslime, then
how fasst
can you run!?

Rock Slug

Avoid the Rock Slug's slime tracks or you'll get slowed down.

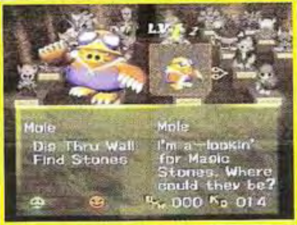


Worm
Sleep Spittle
Burrow

Worm
envy them
Mudmen...
can't burrow
like they do.
000 178

Worm

The Worm has high attack power and is quick to chase you down.

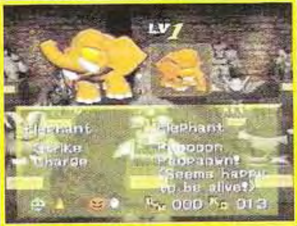


Mole
Dig Thru Wall
Find Stones

Mole
I'm a-lookin'
for Magic
Stones. Where
could they be?
000 014

Mole

The Mole smashes through rocks and walls to uncover Magic Stones.

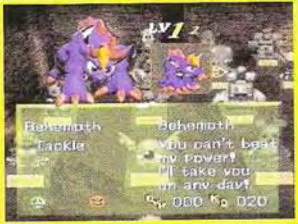


Elephant
Strike
Charge

Elephant
Paooon
Paoaooon!
(Seems happy
to be alive!)
000 013

Elephant

The Elephant is slow, but powerful, and has a Haste spell to quicken its speed

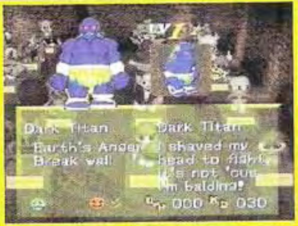


Behemoth
Tackle

Behemoth
You can't beat
my power!
I'll take you
on any day!
000 020

Behemoth

The Behometh has very brutal physical attacks.

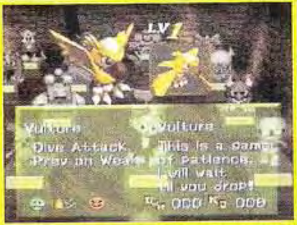


Dark Titan
Earth's Anger
Break wall

Dark Titan
I shaved my
head to fight.
It's not 'cuz
I'm balding!
000 030

Dark Titan

Like Mole, the Dark Titan can smash its way to you; it has heavy attack power.

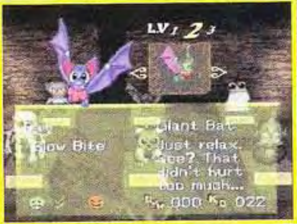


Vulture
Dive Attack
Prey on Weak

Vulture
This is a game
of patience.
I will wait
till you drop!
000 008

Vulture

The Vulture approaches quickly and attacks fast.

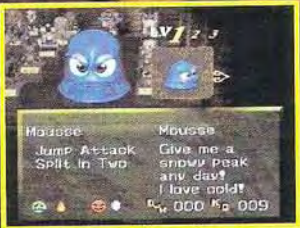


Slow Bite

Giant Bat
Just relax.
See? That
didn't hurt
too much...
000 022

Giant Bat

The Giant Bat isn't too tough of an opponent, but it can fly away past your reach.

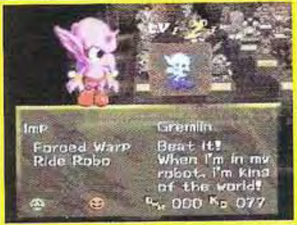


Mousse
Jump Attack
Split in Two

Mousse
Give me a
snowy peak
any day!
I love cold!
000 009

Mousse

Dispatch of the Mousse quickly before it divides!



Imp
Forced Warp
Ride Robo

Gremlin
Beat it!
When I'm in my
robot, I'm king
of the world!
000 077

Gremlin

The Gremlin can warp you to any area on the floor map with ease

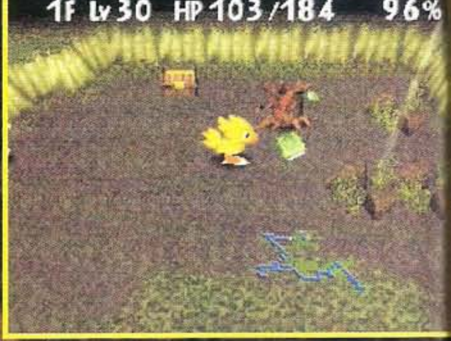
Dungeon Specifics

Snow Mountain can be tough if you're not prepared. Always pack enough **Hi-Potions** and **Spell Books** to attack quickly and move fast. Most of the more powerful enemies in the later levels move slowly, but if they catch up… you'll have to do a lot of healing.

There are a lot of springs to use for refilling your Empty Bottles in the forest and swamp areas. Make sure you use them well and pack a **Verify Card** to identify the unknown potions.

1F Lv35 HP112/206 94%

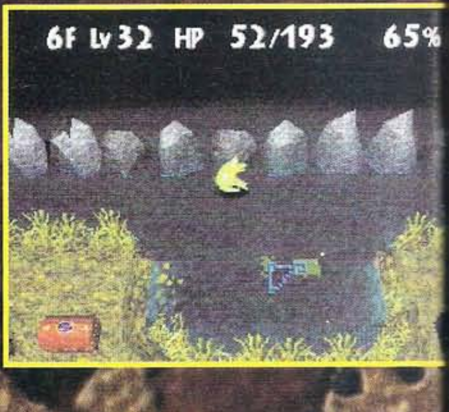
- Use the Mamon enemies by fighting through the first four levels, then exiting again to build up your stash of Gil from the money they drop when they're defeated. They can drop anywhere from 200 to 400 Gil, so it's a good idea to use them to beef up your inventory at the Village Shop.



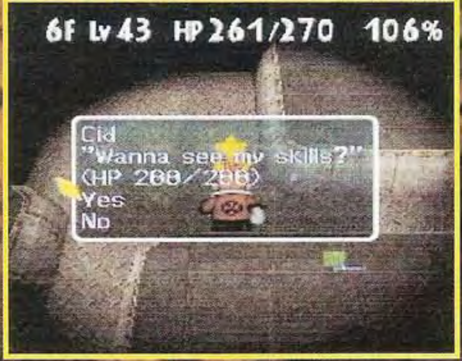
13F Lv40 HP186/254 99%

- Most of the earlier enemies use Sleep attacks to wear you down before closing in for some real damage. Imbue your Saddle with some Sleep-resistant magic or get your claws on a **No-Sleep Saddle** from the dungeon.

- If you're hit with a Frog Spell, you can cross any body of water, much as you could in the Deep Sea Dungeon. Just remember that enemies like the Toad can follow you and cause damage even on water!



Use Cid's landmine attacks whenever you need to by turning and talking to him. This is a great way to burn some paths through walls.

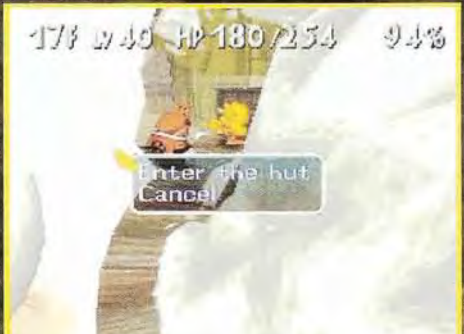


Cid
"Wanna see my skills?"
(HP 200/200)
Yes
No

16F Lv40 HP128/254 93%

As you approach the dungeon's higher floors, the enemies get incredibly tough and very powerful. Make sure your Saddles are upgraded to withstand a beating and that your inventory has plenty of **Hi-Potions**. The last shortcut is on the seventeenth floor, which means you must fight through six more floors before you can reach the Boss. Be prepared by bringing along health items, **Magic Books**, and **Memory Tags**.

When you reach the seventeenth floor and the small hut near a wooden bridge, stop in the hut and pick up the **Feast Nut** from the dresser. Whenever you take the shortcut to the seventeenth floor, you emerge inside the hut and another **Feast Nut** waits in the dresser. Exploit this item to boost your Energy and replenish your health.



Enter the hut
Cancel

Events

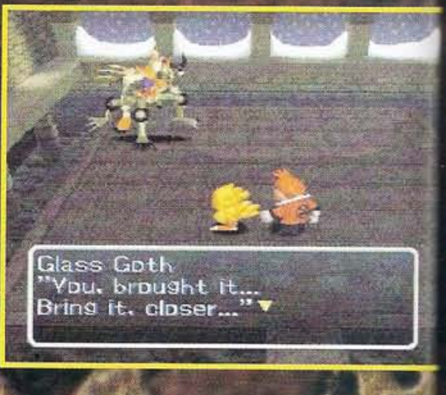
When you reach the twelfth floor, you and Cid run into a little problem. A large block of ice prevents you from continuing deeper into the maze.

And there's another development—much to your surprise, you've been followed by Mrs. Bomb!

She's been affected by Shiroma's disappearance, and although she won't admit it openly, she seems to have regained her affection for the young girl. She comments on Shiroma's courage in the face of a hostile village.

On the seventeenth floor you stumble across a small hut on the mountain peak next to a narrow wooden bridge. Pick up the **Feast Nut** from the dresser inside the hut.

When you finally emerge on the twenty-third floor, you're greeted by Glass Goth! The villain insists that you have something it wants, but you're not quite sure what. Prepare to fight!



Glass Goth
"You, brought it...
Bring it, closer..."

Boss: Glass Goth

Approximate HP:
2200
Suggested Level:
41
Weakness:
Fire, Holy

23F Lv40 HP127/254 69%

With quite a few attacks up its sleeve, Glass Goth can be tough to defeat. If you simply move slowly and think ahead, it isn't an impossible fight to win, however. Make sure you have plenty of **Fire Books** or **Flare Spell Books** on hand. Pick your position carefully and try to let Cid do most of the hand-to-hand combat while you attack from a distance.

23F Lv40 HP163/254 64%

Use **X-Potions** or **Hi-Potions** to heal yourself, because Drain spells don't work against Glass Goth. Use one **Fire Book** or **Flare** spell right after another and you can deliver a good amount of damage in the three rounds you have before Glass Goth unleashes most of its bigger spell attacks.

23F Lv40 HP 30/254 66%

If you have a **Carbuncle Stone**, use it against Glass Goth and the fight will be over almost before it starts. Without the Carbuncle Stone you need at least 15 **Fire Books** to take down Glass Goth.

Cid's Tower Revisited

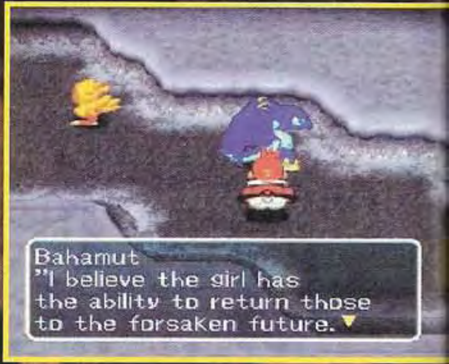
The Defeat and Return of Glass Goth!

Shortcuts:
6F, 11F

Floors:
15

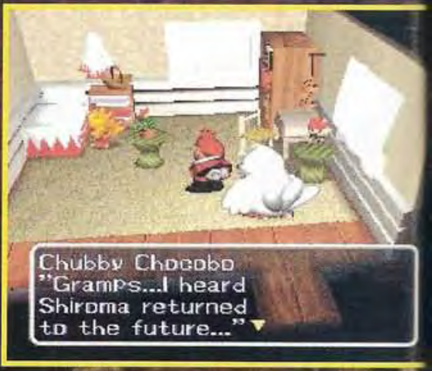
Companion:
Cid

After defeating Glass Goth, talk to Cid and you'll head back into the maze to find Shiroma. Your quest is interrupted by a visit from Bahamut, who tells you that Glass Goth is now headed toward the Sea Floor Dungeon again. Apparently, Glass Goth wants to activate the giant weapon from the future, but still needs the key that you have: Shiroma's Pendant.


Bahamut
"I believe the girl has the ability to return those to the forsaken future. ▼

Only Shiroma has the power to return both Glass Goth and the Sea Floor Dungeon to the future. Unfortunately, this means she must return to her original time with them. You rush to the mountain top just in time to meet up with Shiroma, who whispers her goodbye to you. As her image fades, the Sea Floor Dungeon vanishes with her.

You return to the Village and receive a visit from Chubby Chocobo. As your conversation ends, the earth trembles and the entire town realizes that Glass Goth has returned. Glass Goth appears with the newly transformed Sea Floor Dungeon weapon and sets the surrounding forest ablaze.

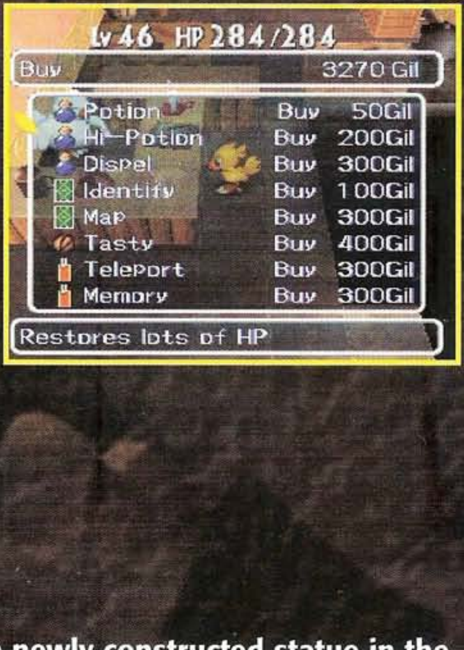

Chubby Chocobo
"Gramps...I heard Shiroma returned to the future..." ▼

Cid rushes in and says you must return to his tower to fetch the Highwind and reach the newly rebuilt Sea Floor Dungeon to face Glass Goth for the final fight. It's time to prepare yourself!

Village Events

Although there's not much going on in the Village if you've followed the events as suggested by this book, there are a few things worth noting.

Chubby Chocobo has started selling Hi-Potions in the Village Shop for a whopping 200 Gil a bottle. It's perfect timing for the later dungeons.

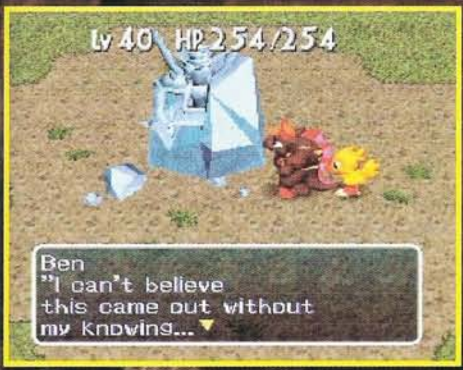


Lv 46 HP 284/284

Buy 3270 Gil

Potion	Buy	50Gil
Hi-Potion	Buy	200Gil
Dispel	Buy	300Gil
Identify	Buy	100Gil
Map	Buy	300Gil
Tasty	Buy	400Gil
Teleport	Buy	300Gil
Memory	Buy	300Gil

Restores lots of HP



Lv 40 HP 254/254

Ben
"I can't believe
this came out without
my knowing...

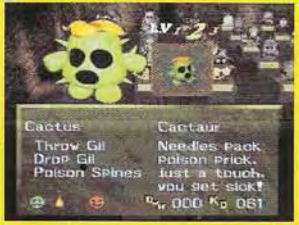
Talk to Ben at the newly constructed statue in the center of town. If you repeatedly visit him, he will eventually mention that he needs a special Magic Stone to finish his sculpture. If you have a Bahamut Stone, give it to him and you'll receive the Asura Feather.

Cid's Tower #2

With only 15 levels and a relatively easy layout through most of the floors, Cid's Tower #2 is a nice breather from Snow Mountain. But don't underestimate the power of some of its residents, especially the deceptively diminutive Toy Soldier you meet in the earlier levels. Not only does it have high defense and impressive attack power, but it can also unequip your items.

Stock up on **Hi-Potions**, **Rust Cards**, and **Thunder Books** for the final showdown with the Imp Robo gang waiting on the fifteenth floor. The strategy for taking out Imp Robo #99 is the same as it was for your first encounter with the mechanical monstrosity, however, now its HP has drastically increased. This means that you need more than a few **Thunder Books** if you plan on sitting far away and casting spell after spell.

Enemies



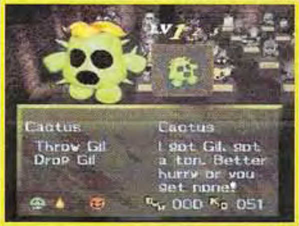
Cactus
Throw Gil
Drop Gil
Poison Spines

Cactaur
Needles pack poison prick. Just a touch, you get sick!

000 061

Cactuar

Cactuars are poisonous, but drop a lot of Gil if you can get to them before they throw it all away.



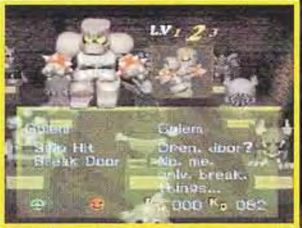
Cactus
Throw Gil
Drop Gil

Cactus
I got Gil, got a ton. Better hurry or you get none!

000 051

Cactus

Cactuses are like Cactuars, but without the poison.



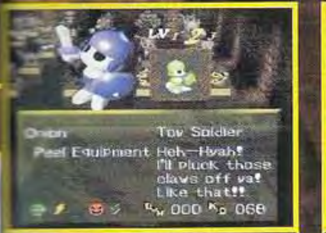
Golem
Slow Hit
Break Door

Golem
Open. door? No. me. only. break. things...

000 082

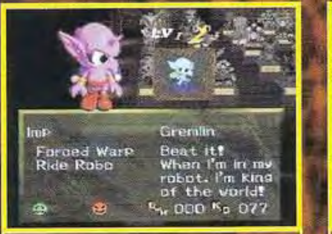
Golem

Golems are tough skinned, but kind of slow.


Onion
Peel Equipment
Toy Soldier
Heh—Hyah! I'll pluck those claws off ya! Like that!!

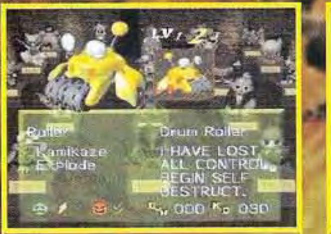
Toy Soldier

Toy Soldiers have a high defense and a nasty habit of unequipping your items.


Imp
Forced Warp
Ride Robo
Gremlin
Beat it! When I'm in my robot, I'm king of the world!

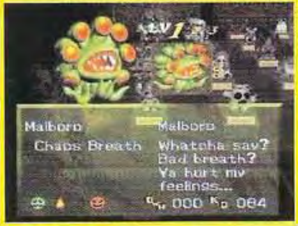
Gremlin

Be careful of the Gremlin's Forced Warp spell.


Roller
Kamikaze
Explode
Drum Roller
I HAVE LOST ALL CONTROL. BEGIN SELF DESTRUCT.

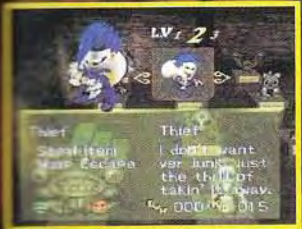
Drum Roller

Use Thunder on the Drum Roller and attack fast to avoid the explosion.


Malboro
Chaos Breath
Malboro
Whatcha say? Bad breath? Ya hurt my feelings...

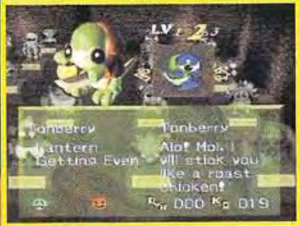
Malboro Ghoul

The Malboro Ghoul has high HP, but low defense.


Thief
Steal Item
Warp Escape
Thief
I don't want yer junk, just the thrill of takin' it away.

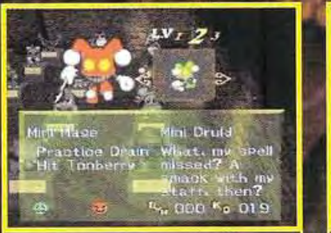
Thief

Protect your items from the Thief by using a Guard Collar.


Tonberry
Lantern
Getting Even
Tonberry
Alo! Moi, I vill stick you like a roast chicken!

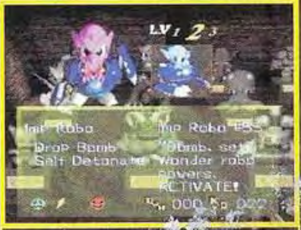
Tonberry

Tonberry's aren't too difficult to defeat, but they're plentiful on certain levels.


Mini Mage
Practice Drain
Hit Tonberry
Mini Druid
What, my spell missed? A smack with my staff, then?

Mini Druid

Watch out for the Mini Druid's rapid-fire distant magic attacks.

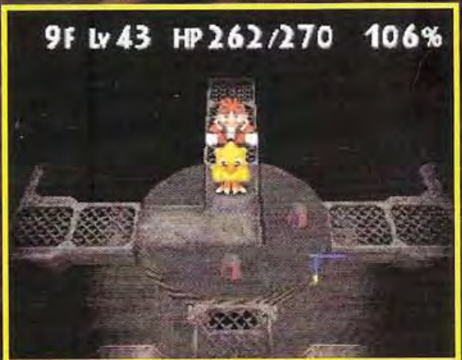

Imp Robo
Drop Bomb
Self Detonate
Imp Robo #55
"Bomb, set! Wonder robo powers, ACTIVATE!

Imp Robo #55

Use Lightning to whittle down Imp Robo #55's HP and avoid its explosion.

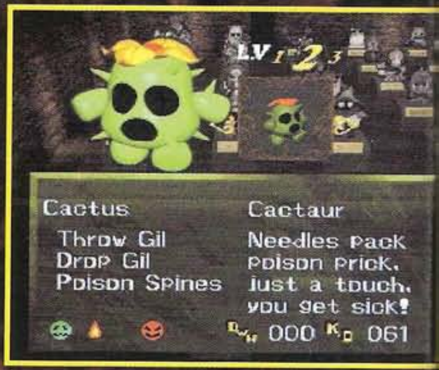
Dungeon Specifics

With relatively few floors and a good amount of shortcuts for its length, Cid's Tower #2 is a great way to collect items, build levels, and rest up for the next and final dungeon.



If you remember your first visit to Cid's Tower, you'll recall the puzzle that awaits you on the ninth floor. The switches scattered around the level control a rotating walkway that connects different sections of the floor. Although the puzzle's not too difficult, you may want to pack a **Map Card** for these areas. If you linger too long trying to pin down the location of the next staircase, Doom may appear and chase you down.

Use the Cactuars on the first few levels to beef up your wallet. After defeating them, they usually drop some Gil. The catch is that you need to get to them before they use all their Gil for their long distance attacks. You also need to be careful of these attacks because they often hit another creature and cause the Cactuar to level up into the incredibly tough Crazy Cactus!



Cactus
Throw Gil
Drop Gil
Poison Spines

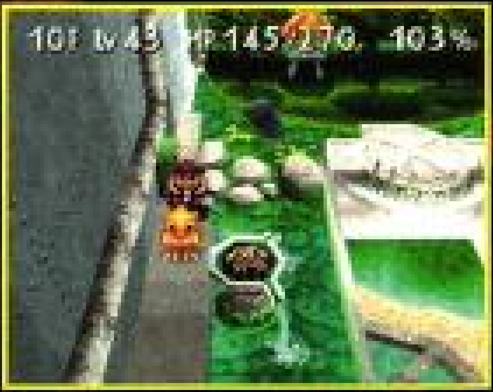
Cactaur
Needles pack
poison prick.
just a touch.
you get sick!

000 061

You may notice the introduction of a new trap i Cid's Tower: the Nest Trap. When activated, Nest Traps automatically place you on another floor. Sometimes this works in your favor and you'll get transported to a higher floor, but most of th time you'll get dropped to a much lower one.

8F Lv43 HP 97/270 106%

The Imp Robos are back and they're much tougher than before. Make sure you spare a few **Thunder Books** to take care of them quickly, because they'll inflict a hefty amount of damage if you allow them to explode near your party.

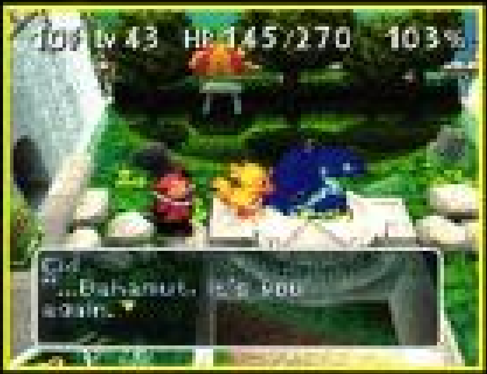


On the tenth floor, make sure you pick up the **Claw** or **Saddle** from the treasure chest in the lower-left corner of the garden. Also, the **Energy Machine** is still around and will give you an Essence to replenish your energy to full for 3000 Gil.

Make sure you save your game with a **Memory Tag** between the twelfth and thirteenth floor, which will be your last chance to save before facing the Boss on the fourteenth floor.

Events

On the tenth floor you run into Bahamut again. Both he and Cid marvel over how Shiroma has somehow broken through the spell cast by the dungeon and has made the villagers learn to care once again for humans and monsters. In response to Shiroma's bravery, Bahamut decides that he will join the struggle against Glass Goth and quietly pleads with Cid to "command" him to lend him his power. Cid agrees and Bahamut disappears.



Cid
"...Bahamut, it's you again."

14F Lv43 HP179/270 110%

As you arrive on the fourteenth floor, Cid once again activates the Cidtank in preparation for the battle against Imp Robo #99 on the floor above.

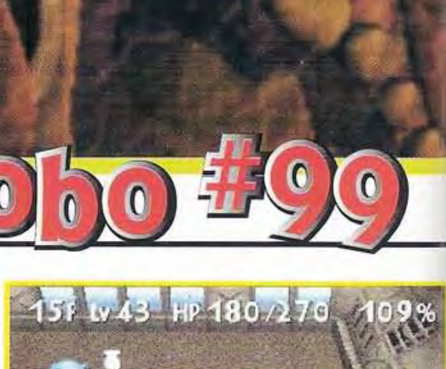
Boss: Imp Robo #99

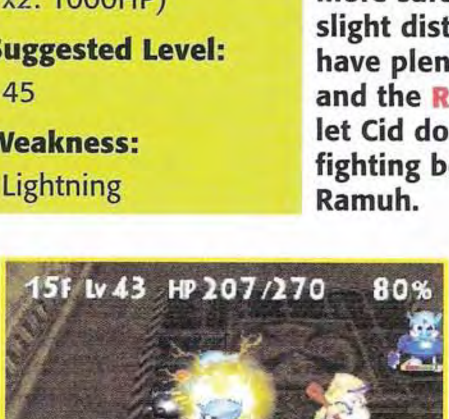
Approximate HP:
2500 (Imp Robo #55 x2: 1000HP)

Suggested Level:
45

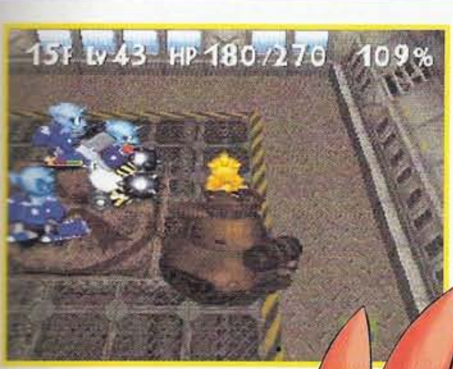
Weakness:
Lightning

As with the first fight against Imp Robo #55, this battle is more safely waged from a slight distance. Make sure you have plenty of **Thunder Books** and the **Ramuh Feather**, and let Cid do most of the close fighting before you summon Ramuh.





Position yourself close enough to the main enemy—you want to take out Imp Robo #99 before you deal with the henchmen. But make sure you're far enough away that you won't get hit by Imp Robo #99's physical attacks. Let fly with the **Thunder Books** and if Cid happens to get KO'ed, summon Ramuh to cast some **Lightning** magic. If you simply keep plugging away with the Thunder Books, this Boss shouldn't be too difficult.



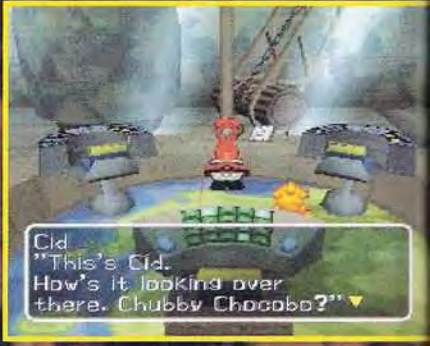
If you're having a tough time, pack a good amount of **Rust Cards**, which will lower Imp Robo #99's DUR value enough to increase the damage it takes from your spells. Once the main Robo is down, attack the secondary crew of two with any leftover **Thunder Books** or good old-fashioned **Chocobo Kicks**.

The Final Dungeon

The Showdown for the Sea Floor Dungeon

Shortcuts:
10F, 18F
Floors:
26
Companion:
Mog

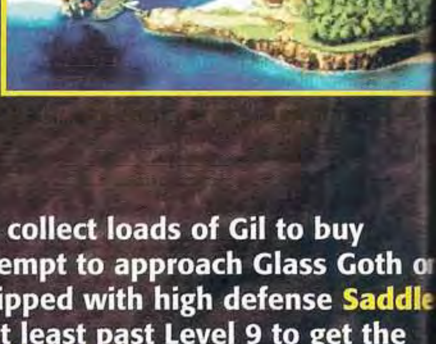
After the fight against the Imp Robos at the top of Cid's Tower, Cid brings you to the control room of his Highwind plane. As you take to the skies, you join up with the villagers to ground the flying weapon Glass Goth activated.


Cid
"This's Cid.
How's it looking over there, Chubby Chocobo?" ▼

After a spectacular cinema, Mog greets you at the foot of the mountain. Mog asks that you let him accompany you into the Final Dungeon. Make sure you prepare in the Village before returning to the entrance of the forest to face Glass Goth for the final time.

The Final Dungeon

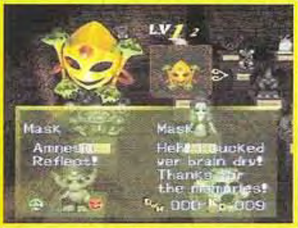
The second longest dungeon in the game, with 26 total floors, the Final Dungeon is the toughest dungeon you face. It has an incredible variety of terrain, and the last three or four floors are taxing on your Magic Book stash.



Make sure you use the two shortcuts to return to the higher floors only when you're ready to keep fighting. Otherwise, return to the lower floors to collect as many items as possible to either sell or keep until you need them. You also need to continually upgrade your equipment, collecting **Feathers** from broken Saddles and Claws, and increasing your stash of **Hi-Potions**, **Magic Books**, and even **X-Potions**.

Use the **Wood Eyes** enemy on the lower levels to help you collect loads of Gil to buy enough **Hi-Potions** to enter the later floors. Before you attempt to approach Glass Goth o the final floor of the dungeon, it's wise to be properly equipped with high defense **Saddle** and Flame-type **Claws**. You need your Flame magic to be at least past Level 9 to get the most out of your Fire spells, and it's wise to have the **Flare Feather** in your inventory.

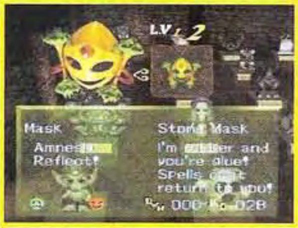
Enemies


LV 1 2
Mask
Amnesia
Reflect!
Mask
000 009

Heh! I sucked yer brain dry! Thanks for the memories!

Mask

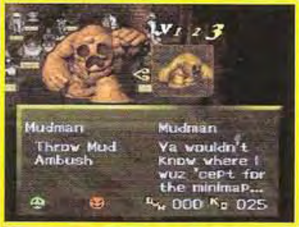
Masks are quick, resistant to magic, and can make you forget all item names.


LV 1 2
Mask
Amnesia
Reflect!
Stone Mask
000 028

I'm rubber and you're glue! Spells can't return to you!

Stone Mask

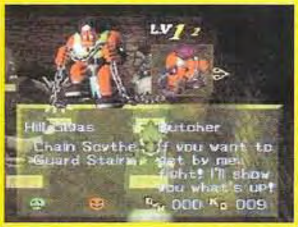
Stone Masks are similar to Masks, but stronger.


LV 1 2 3
Mudman
Throw Mud
Ambush
Mudman
000 025

Ya wouldn't know where I wuz 'cept for the minimap...

Mudman

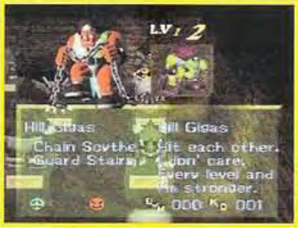
Mudmen pop up quickly from the ground.


LV 1 2
Hill Gigas
Chain Scythe
Guard Stairs
Butcher
000 009

If you want to get by me, fight! I'll show you what's up!

Butcher

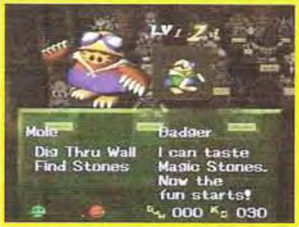
Butchers are powerful staircase guards.


LV 1 2
Hill Gigas
Chain Scythe
Guard Stairs
Hill Gigas
000 001

Hit each other. I don' care. Every level and I'm stronger.

Hill Gigas

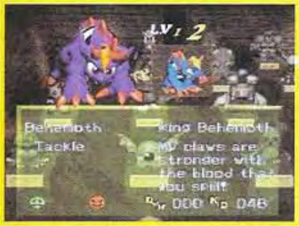
Hill Gigases have high attack power and a deadly chain attack.


LV 1 2
Mole
Dig Thru Wall
Find Stones
Badger
000 030

I can taste Magic Stones. Now the fun starts!

Badger

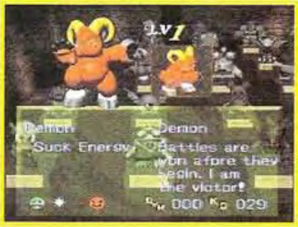
Stronger than Moles, Badgers smash through walls to reach you.


LV 1 2
Behemoth
Tackle
King Behemoth
000 048

My claws are stronger with the blood that you spill!

King Behemoth

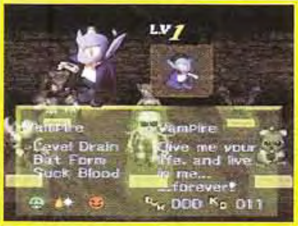
King Behomeths are slower than most enemies, but powerful.


LV 1
Demon
Suck Energy
Demon
000 029

Battles are won afore they begin. I am the victor!

Demon

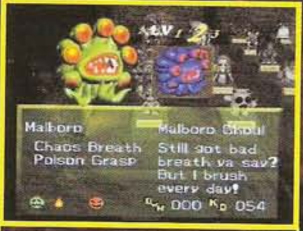
Demons attack in groups.


LV 1
Vampire
Level Drain
Bat Form
Suck Blood
Vampire
000 011

Give me your life, and live in me... ...forever!

Vampire

Vampires can transform into a bat, but they have low HP.

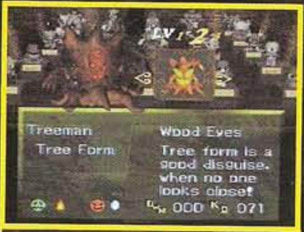


Malboro
Chaos Breath
Poison Grasp

Malboro Ghoul
Still got bad breath ya say? But I brush every day!

Ghoul Malboro

Ghoul Malboro's aren't too difficult to defeat, but they can confuse you.

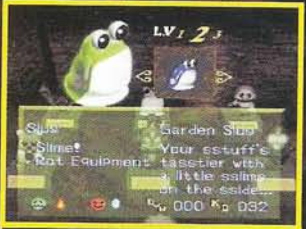


Treeman
Tree Form

Wood Eyes
Tree form is a good disguise. when no one looks close!

Wood Eyes

You get lots of Gil when you defeat Wood Eyes.

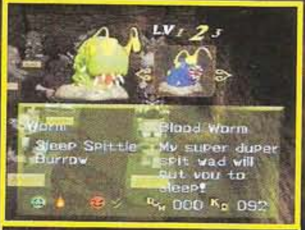


Slug
Slime!
Rot Equipment

Garden Slug
Your sstuff's tasstier with a little sslime on the sside...

Garden Slug

Watch out for the slimy trails of Garden Slugs to avoid getting slowed down.

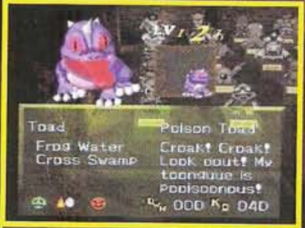


Worm
Sleep Spittle
Burrow

Blood Worm
My super duper spit wad will put you to sleep!

Blood Worm

Very fast and lethal, Blood Worms can cast Sleep spells from a distance.

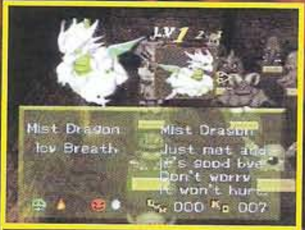


Toad
Frog Water
Cross Swamp

Poison Toad
Croak! Croak! Look oout! My toonguue is pooisoonous!

Poison Toad

Poison Toads can spit poison over long distances.

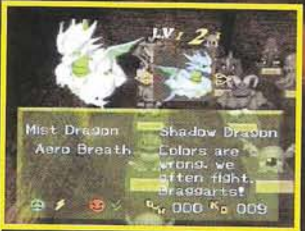


Mist Dragon
Icy Breath

Mist Dragon
Just met and it's good bye. Don't worry it won't hurt.

Mist Dragon

Mist Dragons are powerful and fast.

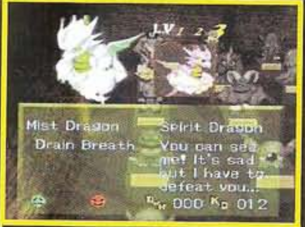


Mist Dragon
Aero Breath

Shadow Dragon
Colors are wrong. we often fight. Braggarts!

Shadow Dragon

Shadow Dragons are powerful and fast.

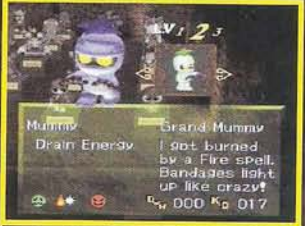


Mist Dragon
Drain Breath

Spirit Dragon
You can see me! It's sad but I have to defeat you...

Spirit Dragon

Spirit Dragons are powerful and fast.

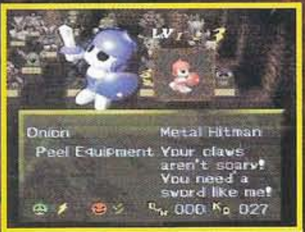


Mummy
Drain Energy

Grand Mummy
I got burned by a Fire spell. Bandages light up like crazy!

Grand Mummy

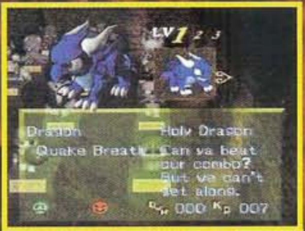
Grand Mummies have high level Energy Drain spells you should steer well clear of.


LV 1 2 3
Onion
Metal Hitman
Peel Equipment
000 000 027

Your claws aren't soary! You need a sword like me!

Metal Hitman

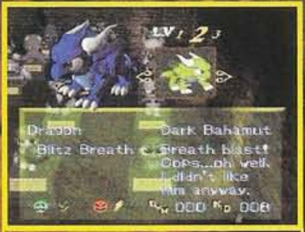
Metal Hitmen have a high defense and the ability to unequip your items.


LV 1 2 3
Dragon
Holy Dragon
Quake Breath
000 000 007

Can ya beat our combo? But we can't get along.

Holy Dragon

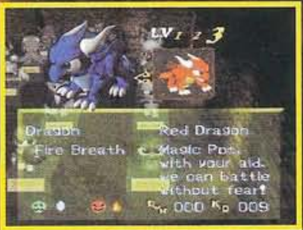
Holy Dragons are small but powerful creatures.


LV 1 2 3
Dragon
Dark Bahamut
Blitz Breath
000 000 008

Breath blast! Oops...oh well. I didn't like him anyway.

Dark Bahamut

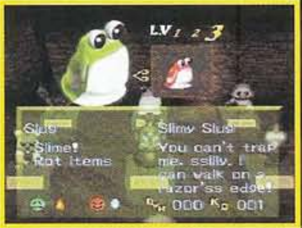
Dark Bahamut is small but very powerful.


LV 1 2 3
Dragon
Red Dragon
Fire Breath
000 000 009

Magic Pot, with your aid, we can battle without fear!

Red Dragon

Red Dragons are small but powerful.


LV 1 2 3
Slug
Slimy Slug
Slime!
Rot Items
000 000 001

You can't trap me, sslily. I can walk on a razor'ss edge!

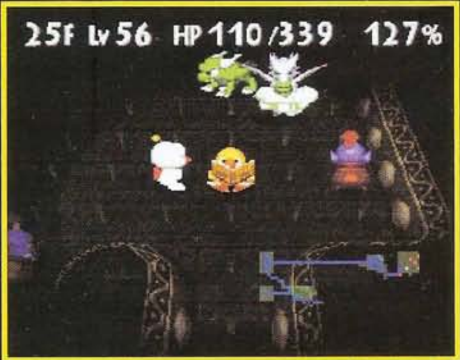
Slimy Slug

Stronger than other Slugs, Slimy Slugs can still slow you down with slime.

Dungeon Specifics

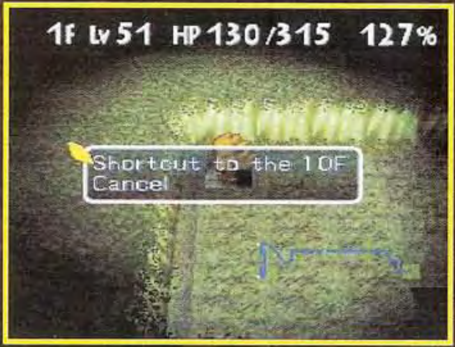
The Final Dungeon has several different areas that you pass through before you reach Glass Goth. Be prepared for anything and everything!

- All floors higher than the twenty-second floor contain powerful dragon monsters that deal punishing blows and can only be defeated by high-level magic.


25F Lv56 HP110/339 127%

Make sure you collect as many Magic Books as possible. You need at least 25 **Fire Books** and lots of **Spell Books** to defeat Glass Goth and many of the dragons that lurk in the higher floors. It's a wise idea to have the **Flare** spell in your inventory as well as a **Feather**, so you can cast Flare through the Spell Books.

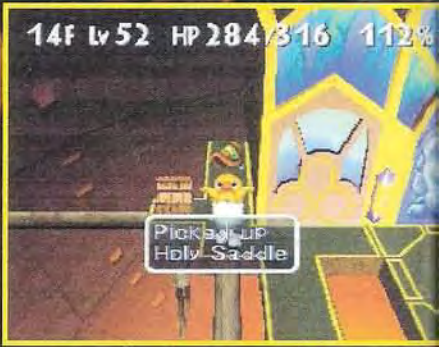
25F Lv56 HP 76/339 126%



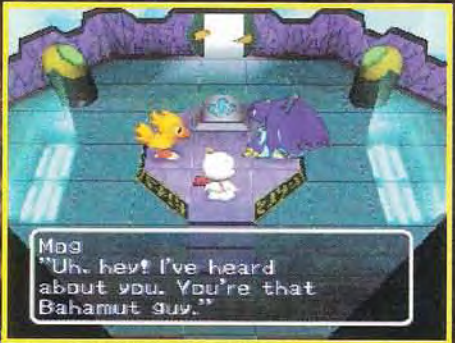
Use the shortcuts to reach higher floors. Always clear the indicated shortcut level and you can reenter it through the shortcut dungeon below Chubby's shop in town. The eighteenth floor is the last floor accessible through the shortcut dungeon, so you need a good helping of **Memory Tags** to save your progress on the remaining floors.

Events

On the fourteenth floor are the double doors through which Mog tried to find treasure during your first visit to the Cape Dungeon. The doors are still locked, so make sure you pick up the **Saddle** from the chest on the left side of the path, then continue up to the next floor by using the staircase along the right side.



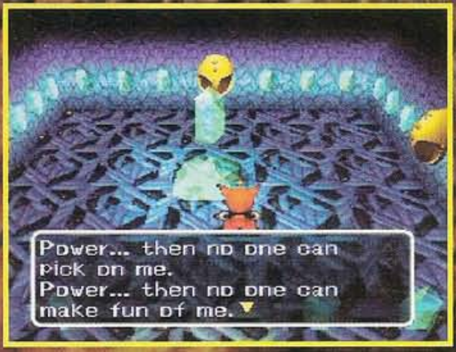
Picked up
Holy Saddle



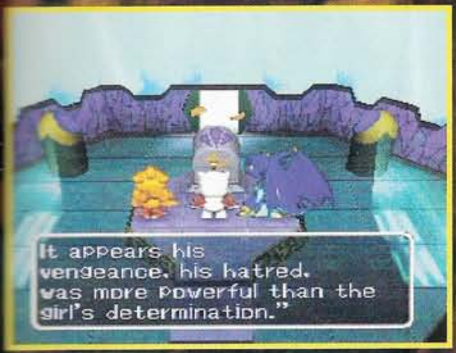
Mog
"Uh, hey! I've heard about you. You're that Bahamut guy."

When you reach the eighteenth floor, you stumble across Bahamut yet again. This time you learn more about Glass Goth from Bahamut. You're told that when Mog first entered the treasure room, the crystal spinning in the center of the small area had once kept everything in balance. The moment Mog tried to change this, everything changed.

The small Guz Mog chased off quietly snuck back through the treasure room once Mog left. The crystal then beckoned to Guz and offered it a chance to make a wish. Tired of being constantly picked on, the small Guz asked for power.

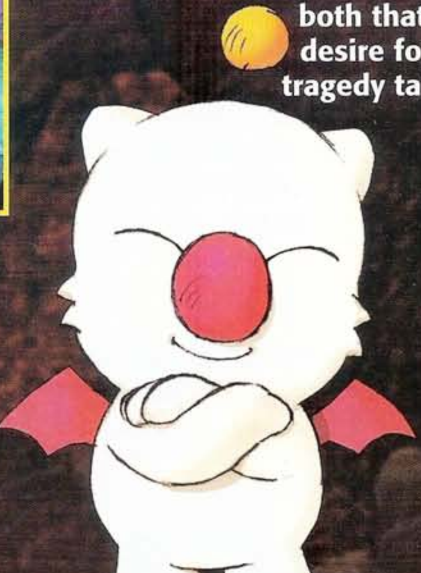


Power... then no one can pick on me.
Power... then no one can make fun of me.

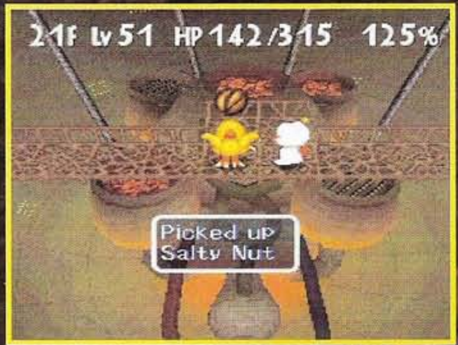


It appears his vengeance, his hatred, was more powerful than the girl's determination."

The power granted to the Guz transformed it into Glass Goth! Bahamut warns you both that the Guz's hatred and desire for power is behind the tragedy taking place.



On the twenty-first floor, you pass the large **Stove** you discovered with Shiroma on your trip through the Sea Floor Dungeon. Make sure you pick up the **Nut** from the chest along the walkway.



Picked up
Salty Nut

Boss: Glass Goth X

Approximate HP:

4500

Suggested Level:

51

Weakness:

Fire, Holy

By the time you reach Glass Goth X, you should be stocked to the hilt with **Fire Books**, **Spell Books**, **Hi-Potions** or **X-Potions**, several **Drain Books**, **Ifrit Stones**, and the **Flare** or **Holy Feather**. It wouldn't hurt to have a very tough **Saddle** equipped as well.

26F Lv56 HP339/339 129%

26F Lv56 HP296/339 129%

This fight is just like any of the other Boss fights except for Glass Goth X's incredibly high HP. Stay far from the Boss once the fight begins, and then start casting your spells turn by turn.

Pull all your big guns out by casting **Flare** or **Holy** and interspersing your attacks with **Fire Books**. Let Mog stick to physical attacks while you're casting spells. When necessary, pull out the **Ifrit Stones** and **Ifrit Feather** to deal blows which cause from 200-500 HP of damage. A round of Holy can also inflict an astounding amount of damage.

26F Lv56 HP297/339 128%

But don't spend your spells all in one place either, because a new monster appears as soon as you defeat Glass Goth X. Keep plugging away with your spells, conserving when possible, and make sure you're restored to full health before you take down Glass Goth X.

Boss: Glass Goth Z

Approximate HP:
4000

Suggested Level:
51

Weakness:
Fire, Holy

When the fight against Glass Goth X ends, you have to face Glass Goth Z! Glass Goth Z's main method of attack is its laser beam, which shoots out in a straight or diagonal line and delivers some very heavy damage (80-100HP).

You can try to move one step around Glass Goth Z, because it can only fire off its laser beam attack if you're sitting still for over three turns. If you manage to move into an area that's temporarily out of Glass Goth Z's range, cast **Holy** or **Flare** repeatedly until you must move again.

Glass Goth Z's total HP is nearly as high as Glass Goth X's, so you have to pull out the health items and keep whittling away at its HP. Once you win, you've basically finished Chocobo's Dungeon. The rest of the game lies beyond the ending credits.

26F Lv56 HP209/339 97%

Mog
"Huh?
Whazzat?"

Victory!

After you defeat Glass Goth Z, you're separated from Shiroma, whom you had just tried to save from the dungeon. You reach Shiroma's house, where you speak with Cid about Shiroma's separation from the group.

Cid wants to introduce you to a little someone he met during the destruction of the Final Dungeon… who is it? That's up to you to find out!

Congratulations on finishing *Chocobo's Dungeon* 2! Enjoy the ending and don't forget to stick around for the added cinema and the intro to the next phase of the game at the tail end of the credits.

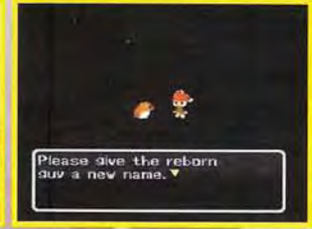
Secrets

Note

THIS SECTION REFERS TO THE NEW CHARACTER INTRODUCED AT THE END OF THE GAME AS KUZ. YOU CAN RENAME THIS CHARACTER AT THE END OF THE CREDITS OF THE NORMAL GAME.

The Rebuilt Dungeons

After completing the game, you can take part in a new adventure. Shiroma will greet you back at her home and tell you all about the Rebuilt Dungeons and even the Secret Dungeon! She'll also provide the specifics on how to get around the new areas.



Please give the reborn guy a new name.

You learn that all four of the dungeons have reappeared around the Village packed with tougher enemies and more items for your inventory. The catch is that you must switch to the appropriate character for each specific dungeon. This doesn't mean that you'll have to partner up with the corresponding character; it means that you can only play AS that specific character, alone, during the dungeon trip.

When you exit the Village, you'll notice four different paths leading to separate dungeons. After choosing which dungeon you'd like to explore, you must agree to switch to the corresponding character. In addition, you'll also be asked if you want to discard all of your items. This means that you'll lose everything that is in your current inventory as Chocobo. Therefore, it's a good idea to store everything you want to keep at Gamedon's Storage Shop.

Lv56 HP339/339

The dungeons you've explored are back again and there's even a secret dungeon.

Lv62 HP371/371

Only Mog can enter this dungeon.

Lv62 HP371/371

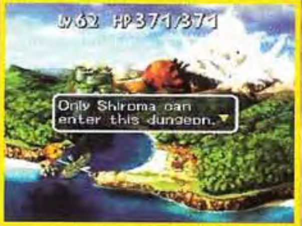
Only Kuz can enter this dungeon.

When you enter the dungeon as a different character, you'll begin at Level 1 with absolutely *nothing* in your inventory. You must build up everything, including Spell Levels and Item Capacity, during the trip through the dungeon. The moment your character leaves the dungeon, you will be returned to Level 1 and any items in your inventory (unless you are KO'ed) will be transferred to Chocobo's inventory.

Keep in mind that none of the auxiliary characters, like Kuz or Cid, can equip items. However, they do have some special abilities to use during the visits to the dungeon.

Using Shiroma

Dungeon: Sea Floor Dungeon



Only Shiroma can enter this dungeon.

Shiroma's high attack power and quickness work in her favor. She also has quite a few Feathers if you happen to amass enough Spell and Cantrip magic books. Her talent for magic and spells will make most of the trip through the twenty-seven floors easier than Cid's fifteen floors.

Using Cid

Dungeon: Cid's Tower

1F Lv1 HP185/211 99%

Although strong, Cid is a little slower than the other characters. However, if you use his Landmine skill, you can distract most monsters trailing you. Remember to use Thunder Books against the mechanical enemies and the fifteen floors of Cid's Tower shouldn't be too tough.

Using Mog

Dungeon: Final Dungeon

3F Lv3 HP123/292 94%

Mog's trip through the Final Dungeon is probably the best time to stock up on rare items. Mog's ability to steal items from enemies is a true treat during the Final Dungeon and even the Secret Dungeon. Make sure you check out the "Stolen Item" list below to make the most of each trip to the dungeon with Mog. With his strong attack and quickness, you shouldn't have a difficult time getting through the Final Dungeon.

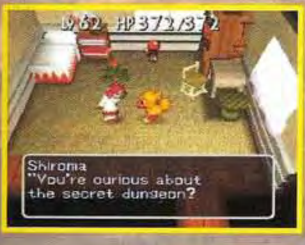
Using Kuz

Dungeon: Snow Mountain

1F Lv1 HP193/272 95%

First-time adventurer Kuz has some very potent skills to battle enemies with. Its long-distance laser attack is the key to whittling down an enemy's HP from afar, so make sure you capitalize on this. Although not exactly the strongest of the bunch, Kuz's quickness and speed should help you finish battles quicker than most.

The Secret Dungeon



Shiroma
"You're curious about the secret dungeon?

Shiroma mentions that there's a Secret Dungeon in the Village somewhere if you ask her. She won't tell you where it is, but you'll find it in Chubby Chocobo's Item Shop. In the corner of the shop where you used the Shortcut entrance, you'll now find the entrance to the Secret Dungeon!

Note

THERE ARE 30 FLOORS IN THE SECRET DUNGEON.

When you enter the Secret Dungeon, you're given the choice as to which character you'd like to bring underground with you: Shiroma, Cid, Mog, or Kuz. Depending on what you need on your trip, choose your helper character and head inside. You'll discover that the Secret Dungeon is a long series of floors that mimic many of the features of the other dungeons that you've ventured through. You'll also find that at every tenth level or so, you'll confront a Boss character. You've fought most of these Bosses before, and the best thing about these fights is that you can bypass them by running for the staircase in each situation.

Boss: Leviathan

Approximate HP:

8000

(Head: 6000HP)

(Tail: 2000HP

Suggested Level:

60

So you finally battle your way to the 30th floor and the Boss of the secret dungeon awaits! Are you ready for a tough fight? Well don't worry, you will fight a reluctant Leviathan, who doesn't think it should be a Boss.

Leviathan has two body parts, its head and tail, that you will do battle with. Its head has 6000 Hit Points, while the tail has 2000. After defeating the head, the tail will vanish so you should concentrate on its head. Leviathan is a sea serpent and has a natural defense versus Ice attacks and a weakness against Fire based attacks. The most important thing in this fight is to avoid close combat. If you engage in hand-to-hand combat, not only will the tail strike you at the same time as the head, but also Leviathan's most damaging attack is its Gnaw attack. You should keep your distance and cast **Fire** magic or use your summoning stones. At long range Leviathan has two options: a drain attack and an ice attack. If you have not done so already, you should have a resistance to Ice equipped on your saddle to keep damage to a minimum. Make sure you're stocked with **Fire Books** and a few healing Potions and Leviathan will soon be asking itself why it is fighting you!

After clearing all of the Rebuilt Dungeons and the Secret Dungeon, you can watch a "secret ending" and Chocobo will have a statue in town erected in his honor.

Using Mog

When traveling through either the Final Dungeon or the Secret Dungeon, it's a wise idea to have Mog in your party. Mog's skill at stealing items from enemies is unparalleled and will usually net you some surprising results, including ultra rare items.

2F Lv 2 HP 189/286 96%

Stole Hi-Potion

3F Lv 2 HP 164/286 96%

Stole Creamy Tonic

Keep in mind that you won't be able to steal items from every enemy each time. On a successful attempt, you'll have a one in four chance of obtaining most of the items listed in the following section. In addition, some of the enemies will drop items from time to time, and in those cases the dropped items appear in parentheses.

If you bring Mog on the journey into the Secret Dungeon, make sure that the space in your inventory is very high (around 60 slots) and don't bring anything unnecessary. Mog will have a greater chance of stealing items if your inventory is nearly empty. Try the bare minimum: Claw, Saddle, Teleport Tag, X-Potion, and a few Magic Books. Then let Mog do the work for you!

The Monster Item List

Claws

Item	*Monster(s)*
Silent Claws	Black Magician
Poison Claws	Doom Knight
Chaos Claws	Demon, Devil
Slowpoke Claws	Kraken
Grudge Claws	Tonberry Sr., Tonberry
Healing Claws	Vampire, Lich, Demi Lich
Digging Claws	Holy Dragon
Kiai Claws	Grim Titan, Blood Titan
Gambling Claws	Imp Robo #88
Genji's Claws	Butcher, Hill Gigas
Crystal Claws	Dark Bahamut
Absolute Claws	Red Dragon, Mephis

Saddles

Item	*Monster(s)*
Earth Saddle	Iron Golem
Lightning Saddle	Grim Roller
No-Poison Saddle	Cactuar
No-Dwarf Saddle	Flying Eye
No-Sleep Saddle	Ghoul, Blood Worm
No-Silence Saddle	Grand Mummy, Pharoh Mummy
Calm Saddle	Ghoul Malboro, Great Malboro
No-Slow Saddle	Slug
Grudge Saddle	Phantom, Tonberry Sr., Tonberry
Weak Saddle	Buz
Mirage Saddle	Baby Demon
Counter Saddle	Toy Soldier, Metal Hitman
Reflect Saddle	Summoner Hag, Shadow Dragon
Crystal Saddle	Black Dragon, Mist Dragon
Absolute Saddle	Spirit Dragon

Collars

Item	*Monster(s)*
No-Traps Collar	Spriggan
Penalty Collar	Spriggan
Energy Collar	Kobold
Endure Collar	Giant Bat, Steel Bat
Memory Collar	Wood Eyes, Mask
Magic Collar	Doom Mask
Curse Collar	Mask, Doom Mask, Lamia Queen, Lamadonna
Unlucky Collar	Ghoul, Magic Pot, Sorceror Pot, Wizard Pot
Stamina Collar	Ghoul
Strikeout Collar	Ghoul, Rabid Mammoth, Stone Mask

Item	*Monster(s)*
Burden Collar	Rabid Mammoth
Life Collar	Rabid Mammoth
Waterwalk Collar	Triton
No-Magic Collar	Stone Mask
Demon Collar	Mini Wizard
Bargain Collar	Lamia Queen, Lamadonna
Recover Collar	Magic Pot, Sorceror Pot, Wizard Pot
Brandname Collar	Demi Lich
CrazyClaw Collar	Lamia Queen, Lamadonna
CrazySaddle Collar	Summoner Hag

Nuts

Item	*Monster(s)*
Life Nut	Item Eater
Carry Tag	Doom Roller
Mysterious Tag	Dark Bahamut

Note

You can only steal the Absolute Claws from Mephis, which appears on the twenty-ninth level of the Secret Dungeon.

Last Dungeon Items by Floor

Floor	*Monster*	*Item*
1	Blood Worm	Poison, Slow Tonic, Remedy, Hi-Potion
1	Ghoul Malboro	Poison, Remedy, Hi-Potion, Calm Saddle
1	Wood Eyes	Hi-Potion, Warp Card, Lost-Child Card, Memory Collar
4	Poison Toad	Poison, Frog Card, Polish Card, Frog Claws
5	Slug	Damage Tonic, Slow Tonic, Remedy, No-Slow Saddle
6	Mudman	Doom Card, Map Card, Geyser Card, Earth Seed (Sleep Card)
8	Badger	Earth Seed, Energy Nut, Lethargy Nut, Digging Claws
10	Mask	Doom Card, Reflect Card, Memory Collar, Cursed Collar
10	King Behemoth	Nitro, Remedy, X-Potion, King's Saddle (Map Card, Aero Book)
11	Stone Mask	Cantrip Book, Mega-Spell Book, Strikeout Collar, No-Magic Collar
11	Butcher	Confusion Card, Repair Card, Rust Card, Genji's Claws
15	Summoner Hag	Aero Book, Quake Book, Reflect Saddle, CrazySaddle Collar (Thunder Book, Memory Tag)
15	Grand Mummy	Drain Book, Doom Card, Warp Card, No-Silence Saddle
15	Steel Bat	Spell Tonic, Remedy, Amnesia Tonic, Endure Collar
18	Demon	Tired Nut, Tasty Nut, Lasan Nut, Chaos Claws
18	Vampire	Level Seed, LevelUP Seed, Level Down Seed, Healing Claws (Hi-Potion)

Floor	Monster	Item
22	Magic Pot	Poison, Hi-Potion, Unlucky Collar, Recover Collar
22	Holy Dragon	Thunder Book, Mega-Spell Book, Crash Stone, Digging Claws
22	Dark Bahamut	Fire Book, Mega-Spell Book, Mysterious Tag, Crystal Claws (Wood Claws)
22	Red Dragon	Quake Book, Mega-Spell Book, Teleport Tag, Absolute Claws
22	Mist Dragon	Blizzard Book, Tasty Nut, Rotten Nut, Crystal Saddle (Lost-Child Card, Map Card, Geyser Card)
22	Shadow Dragon	Aero Book, Invis Tonic, Blind Tonic, Reflect Saddle
22	Spirit Dragon	Drain Book, Amnesia Tonic, Elixir, Absolute Saddle (Rotten Nut)

You can also throw Polish or Dull Cards at the following enemies to steal the listed items.

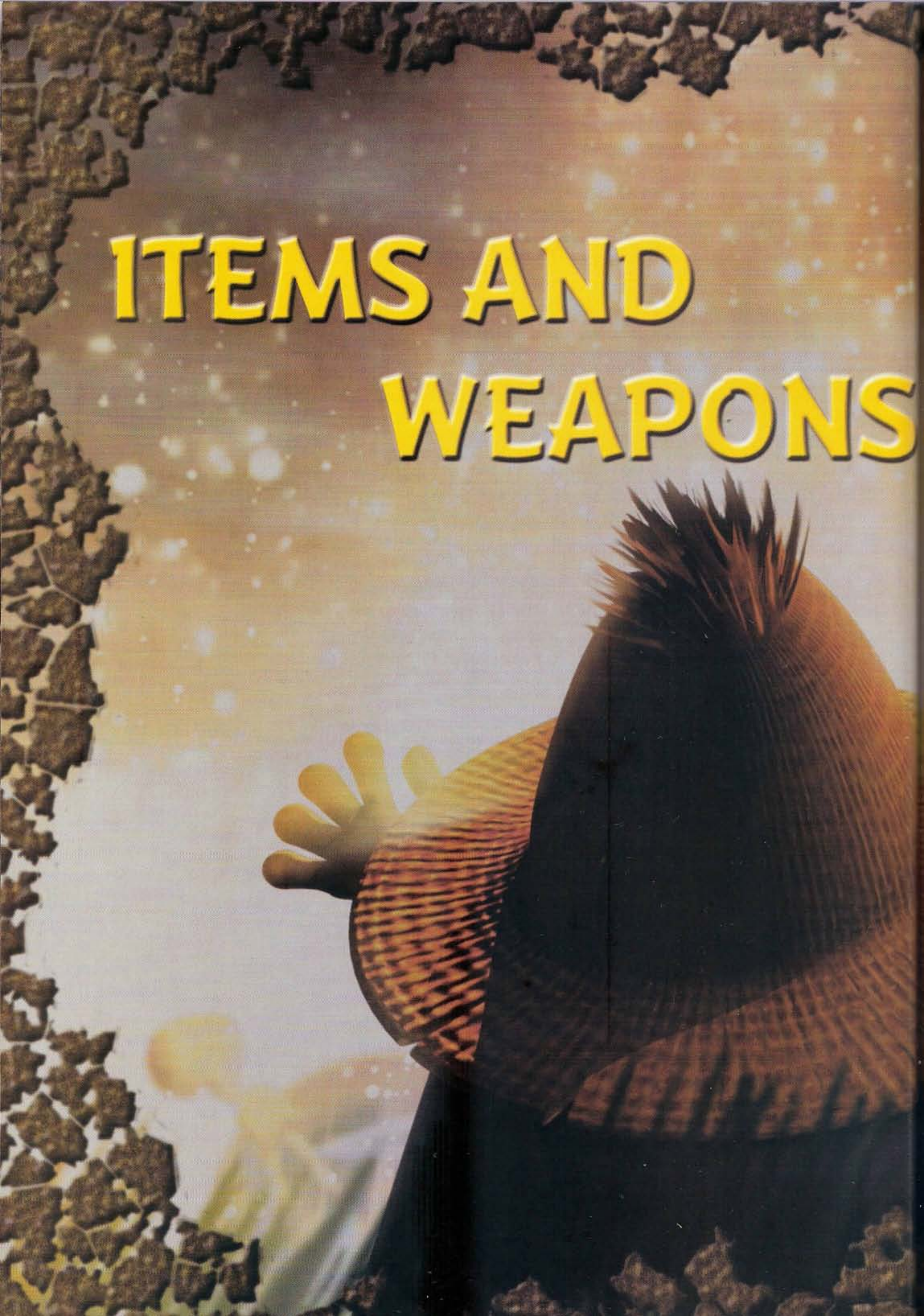
Monster	Item
Jet Mole	Earth Seed, Lasan Nut, Rotten Nut, Holy Claws
Evil Behemoth	Slow Tonic, Haste Tonic, X-Potion, King's Claws
Doom Mask	Spell Book, Mega-Spell Book, Cursed Collar, Magic Collar
Hill Gigas	Repair Card, Warp Card, Rust Card, Genji's Claws
Pharoh Mummy	Drain Book, Morph Card, Reflect Card, No-Silence Saddle
Giant Bat	Blind Tonic, Slow Tonic, Haste Tonic, Endure Collar
Lich	Level Seed, Level Up Nut, Level Down Nut, Healing Claws
Sorceror Pot	Spell Tonic, X-Potion, Unlucky Collar, Recover Collar
Wizard Pot	Damage Tonic, Potion, Unlucky Collar, Recover Collar

Getting the Omega Essence

You'll stumble across Omega on the twenty-fourth floor of the Secret Dungeon. With an impressive 8000 HP, you may be stumped as to how to defeat it and even more puzzled as to how to capture its precious Essence. To prepare for this challenge, make sure you have one Haste Potion, a Carbuncle Stone, at least six Bahamut or Odin Stones, several X-Potions, and an abundance of Empty Bottles. When you run into Omega, drink the Haste Potion and then use the Carbuncle stone to minimize the damage from Omega's attack by $^3/_4$. From this point, defeating Omega becomes a breeze.

Start attacking by using the Bahamut and Odin Stones to whittle away at Omega's HP. Keep a close eye on Omega's HP Omega. If you manage to deplete Omega's HP to 40 or less, finish the battle by kicking Empty Bottles to get its Essence. You can use the Omega Essence when combining Claws or Saddles to make the Titan Claw or Titan Saddle.

ITEMS AND WEAPONS



Items and Weapons

Items

Magic Books

To fight your way through *Chocobo's Dungeon 2*, you must learn how to use all the magic you possibly can. Spells are available to Chocobo through the use of **Magic Books**, which can be used only in dungeons. Each book represents a single use spell that you can cast in conjunction with different **Feathers** for extraordinary effects.

Your magic power increases the more you use a certain type of spell. Therefore, if you use enough **Fire Books** during the game, you eventually raise your Spell Level to enable you to cast more powerful versions of that particular spell. When your magic reaches Level 9, it becomes RA magic (for example, Fire becomes FIRA), while at Level 17 or higher, it becomes GA magic (for example, Fire, FIRA, FIRAGA). With each of these changes, you'll notice a significant change in the amount of damage the spell does to enemies and the way the spell looks on-screen.

To check the status of your Spell Levels, browse the Spell Level chart in the pause menu. This menu details your current level for each Magic Book and tells you the number of times you must cast that particular type of magic to reach the next level.

Item	*Description*
Fire Book	Book of Fire magic
Blizzard Book	Book of Ice magic
Thunder Book	Book of Lightning magic
Aero Book	Book of Wind magic
Quake Book	Book of Earth magic
Drain Book	Book of Life magic
Cantrip Book	Book of Tricks
Spell Book	Book of Spells
MegaSpell Book	Book of Hard Spells

Potions & Tonics

Potions are important for plenty of reasons, but the most important one is that they can replenish your health or that of your helper character. You can kick Potions at enemies, use them on yourself, or kick them at your secondary character for the desired effect. Try using or kicking dangerous Potions at the enemy and you might find that they have cool, undiscovered results. For example, if you kick an Amnesia Potion at an enemy, they lose the ability to fight.

Item	*Description*
Potion	Restores some HP
Hi-Potion	Restores lots of HP
Elixir	Restores all HP, Energy
Antidote	Removes Poison
Remedy	Cures all physical ailments
Nitro	Causes explosive damage
Invis	Causes invisibility
Damage	Reduces HP by half
Poison	Poisons target
Slow	Slows down target
Haste	Speeds up target
Silence	Can't use magic
Eye-drops	Traps become visible
Dispel	Removes curses
Spell	Equipment becomes cursed
Amnesia	Forget all item names
Blind	Can't see around you
X-Potion	Restores all HP
Morph	Turns you into a monster

Essences

Essences are important not only for defensive and offensive uses in battle, but also for combining items like **Claws** and **Saddles**. How do you obtain an Essence? Simply equip some **Empty Bottles** on Chocobo, then whittle down an enemy's HP until it's nearly defeated. Kick an **Empty Bottle** at them so the damage inflicted will knock out the enemy. If you are successful in doing so, you should capture that monster's Essence in the Empty Bottle. You can then pick it up. Learn the effects and benefits of using Essences for all sorts of purposes. You may even be able to use them in many of the events that take place in the Village.

Item	*Description*	*Effect on Claws*	*Effect on Saddles*
Goblin Essence	Restores lots of Energy	–	–
Bomb Essence	Causes explosive damage	Adds Fire	Resists Fire
Mudman Essence	Slows down target	Adds Slow	Resists Slow
Magman Essence	Adds Fire element	Fire element	Fire element
Iceman Essence	Adds Ice element	Ice element	Resists Ice

Item	*Description*	*Effect on Claws*	*Effect on Saddles*
Creature Essence	Increases Max HP	Durability to 50	Durability to 50
Lamia Essence	Causes Confusion	–	–
Merman Essence	Adds Ice element	Ice element	Ice element
Tonberry Essence	Restores lots of Energy	Raises Critical	Raises SP DEF
MiniMage Essence	Shrinks target	Adds Mini	Resists Mini
Giant Essence	Restores lots of HP	Raises toughness	Raises toughness
Undead Essence	Causes Confusion	Adds Confuse	Resists Confuse
Critter Essence	Restores some Energy	Reduces chance of missing	Raises Dodge
Turtle Essence	Slows down target	Raises toughness	Raises toughness
Vampire Essence	Restores all HP, Energy	–	–
Slug Essence	Slows down target	Adds Slow	Resists Slow
Thief Essence	Speeds up target	Takes Gil	Raises Dodge
Imp Essence	Restores lots of Energy	Raises Critical	Raises SPDEF
Mole Essence	Can't see around you	Adds Earth/dig	Resists Earth
Wing Essence	Adds Wind element	Adds Wind	Resists Wind
Mousse Essence	Adds Ice element	–	–
Pudding Essence	Adds Fire element	Fire element	Fire element
Jelly Essence	Adds Wind element	Adds Wind	Resists Wind
Toad Essence	Turns target into frog	–	–
FloatEye Essence	Puts target to sleep	Adds Sleep	Resists Sleep
Demon Essence	Raises one magic level	–	–
Dragon Essence	Useful for combining	Fire Element	Enables you to do both Superior and Merge – Merge to add Ability Points and Elements at the same time
Octopus Essence	Restores some HP, Energy	Adds Confuse	Enables you to do both Set combine, which doesn't add ability points, and a Fusion combine to add attack direction and status resist a the same time
Plant Essence	Restores lots of HP, Energy	Adds Poison	Resists Poison
Worm Essence	Restores some HP, Energy	Reduces chance of missing	Level Up and do a Merge Combine to add Elements
Mask Essence	Adds Reflect ability	Raises toughness	Raises toughness
Mage Essence	Can't use any magic	Adds Silence	Resists Silence
Omega Essence	Restores all HP, Energy	Enables you to make Titan Claw	Enables you to make Titan Saddle
Vampire Essence	Restores all HP, Energy	Adds Drain	Resists Drain
Mage	–	Adds Silence	Resists Silence

Cards

Cards are yet another type of item that can either be used defensively or offensively during your trips into the dungeons. Cards like the Geyser Card help you refill the different springs scattered through the mazes to pick up more Potions, while cards like the Rust Card help turn the tide of the tougher battles. Take some time to learn the effects of using different cards in different situations.

Name	*Description*
Identify	Identifies one item
Verify	Identifies all items
Confusion	Causes Confusion
Sleep	Puts target to sleep
Frog	Turns target into a frog
Mini	Shrinks target
Doom	Calls Doom
Geyser	Refills springs
Map	Displays level map
Warp	Warps target somewhere
LostChild	Makes you forget map
Divide	Causes item to divide
Polish	Improves equipment
Dull	Degrades equipment
Repair	Raises DUR
Rust	Lowers DUR
Reflect	Adds Reflect ability
Morph	Causes item to change

Nuts

A Chocobo's favorite treat, Nuts, are used like most other items found in the dungeon. You can use them on Chocobo or kick them at enemies for different effects. But most of all, Nuts are perfect for restoring Energy during long dungeon trips.

Name	*Description*
Peanut	Restores some Energy
Lasan	Restores lots of Energy
Tired	Reduces Energy
Energy	Raises MAX Energy
Lethargy	Reduces MAX Energy
Tasty	Restores some HP, Energy
Feast	Restores lots of HP, Energy
Rotten	Reduces some HP
Life	Raises MAX HP
LevelUp	Raises level by one
LevelDown	Reduces level by one
Wisdom	Raises magic level by one
Speed	Speeds up target
Slowpoke	Slows down target
Fire Seed	Adds Fire power

Name	*Description*
Ice Seed	Adds Ice power
Wind Seed	Adds Wind power
Lightning Seed	Adds Lightning power
Holy Seed	Adds Holy power
Earth Seed	Adds Earth power
Merge Seed	Can merge elements
Remove Seed	Removes special effects
Fusion Seed	Fuses two special effects
Level Seed	Useful for combining
Superior Seed	Useful for combining
Set Seed	Useful for combining

Miscellaneous Items

Name	*Description*
Gil	Money
Whistle	Get item from storage
Teleport Box	Send item to storage
Thief Key	Opens Thief Chest
Mystery Tag	Raises all magic levels
Teleport Tag	Exit the dungeon
Carry Tag	Increase inventory
Memory Tag	Save at stairs

Magic Stones

Magic Stones are precious items found in the dungeon and are very useful weapons. Using a Magic Stone summons some of the famous faces from the FINAL FANTASY series, including Shiva and Bahamut. Use these stones carefully, because they can be hard to come by and work best in Boss battles. Whenever you use a new Magic Stone, make sure you look for that particular character to show up in the basement of the Black Mages' Lab in the Village to round out your Monster Statue collection.

Name	*Description*
Ramuh	Lightning summon magic
Shiva	Ice summon magic
Ifrit	Fire summon magic
Titan	Earth summon magic
Sylph	Wind summon magic
Carbuncle	Invincible summon magic
Unicorn	Restores all summon magic
Odin	Powerful ally summon
Bahamut	Breath attack summon
Asura	Elemental/heal summon

Weapons and Armor

Claws

Claws greatly increase your attack power and oftentimes grant extra abilities to your battle inventory. There are many types of Claws available in *Chocobo's Dungeon 2*, so make sure you learn how best to equip yourself when entering a dungeon. The following list details the different types of Claws found in the game. Check out the "Claw Break Feather Chart" following these lists to learn how to obtain different feathers from the Claws you choose.

Name	Description
Weak	As HP are lost, ATK increases
Wood	Made of wood
Iron	Made of iron
Mythril	Made of Mythril
Titan	Made of titanium
Lite	Lightweight, easy to use
Flame	Contains Fire power
Frozen	Contains Ice power
Blitz	Contains Lightning power
Hurricane	Contains Wind power
Holy	Contains Holy power
Crystal	Made of crystal
Digging	Can dig through walls
Frog	Contains frog magic
Poison	Contains Poison magic
Sleep	Contains Sleep magic
Chaos	Contains Confusion magic
Silent	Cancels Spell casting
Dwarf	Contains Shrink magic
Slowpoke	Contains Slow magic
Critical	Easier to get critical
Vibro	Strong but misses a lot
Order	Attacks forward and back
Arc	Perform a forward sweep
Cross	Perform a cross-shaped attack
Multi	Perform a 5-way attack
Spin-Kick	Attack in all directions
King's	High MAX level
Gil	Get more Gil
Absolute	Strong, but no level up
Genji's	Pretty good claws
Healing	Attack enemy and heal HP
Kiai	Gets you tired fast
Vampire	Sucks out Essence
Grudge	Cursed powerful item
Brandname	Strong with Brandname set
Gambling	See what happens

Saddles

Just like Claws, you can find Saddles in dungeons and combined with others to create tougher, more varied items. Saddles increase your defense instead of your attack power and protect you against certain statuses, depending on which Saddle is equipped. Read about the enemies you will be facing in each dungeon, and choose which Saddle to equip accordingly.

Name	*Description*
Weak	As HP are lost, DEF decreases
Wood	Made of wood
Iron	Made of iron
Flame	Strong against Fire
Ice	Strong against Ice
Lightning	Strong against Lightning
Wind	Strong against Wind
Holy	Strong against Holy
Earth	Strong against Earth
No-Slow	Hard to be slowed
No-Poison	Hard to be poisoned
No-Sleep	Hard to be put to sleep
No-Dwarf	Hard to be shrunk
No-Frog	Hard to be turned into a frog
Calm	Hard to be confused
No-Silence	Hard to be silenced
Mirage	Causes enemy to miss
Counter	Returns 1/4 damage
Mythril	Made of Mythril
Lite	Lightweight and easy to use
King's	High MAX level
Crystal	Made of crystal
Reflect	Reflects 1/4 magic
Titan	Made of titanium
Absolute	Strong but no level up
Genji's	Pretty good saddle
Ribbon	Helps avoid bad effects
Grudge	Cursed but strong item
Brandname	One of the Brandname set

Collars

Unlike Saddles or Claws, you cannot combine **Collars** when using the Stove in dungeons or the Village. Instead, Collars serve as great defensive or stat-boosting equipment. They also can earn you a pretty penny at Chubby Chocobo's shop if you need some extra **Gil**.

Name	*Description*
Magic	Improves magic
Life	Nulls level drain
Guard	Protects against theft
Stamina	Hard to get tired
Burden	Easy to get tired
Energy	Tire slowly, heals quickly
Recover	Easy to recover HP
Unlucky	Hard to recover HP
Endure	Freezes HP and Energy
Strikeout	Misses more often
Memory	Won't forget map
No-Magic	Strong against magic
Cursed	Curses all equipment
No-Traps	Never get caught in traps
Penalty	Always caught in traps
Bargain	Buy items cheaper
CrazyClaw	Freezes DUR
CrazySaddle	Freezes DUR
Waterwalk	Can walk on water
Demon	Know monsters' locations
Brandname	One of the Brandname set

Other Offensive Items

There are other items that you can equip or use in dungeons. **Stones** are perfect to use for long distance attacks or as ways to explore the dungeons around you. **Empty Bottles** can be used to collect **Essences** from the creatures you fight. But all of these items inflict relatively low damage against most of the enemies in dungeons, and instead work better as defensive means to cause damage from a distance.

Name	*Description*
Stone	Kick at monsters
Power Stone	Hurts when it hits
Crash Stone	Kick to break walls
Warp	Go to new location
Empty Bottle	For water and Essence

Claw Break Feather Lists

When you equip a Claw that has been combined with another at a Stove in a dungeon or at the Black Mages' Lab in the Village, that Claw may break in battle. When this happens, you automatically receive a **Feather**. If you don't receive a Feather, it's most likely because the Claw you have equipped is not at a +1 Level or higher, as well as the product of a combination.

The type of **Feather** you may receive is determined by the level of your **Claw** when it breaks. The following is a list of what type of **Feather** to expect when your **Claw** breaks.

Claw Name	*+1*	*+2*	*+3*	*+4*	*+5*	*+6*	*+7*	*+8*	*+9*	*+10 (over*
Blitz	Thunder Cross	Thunder Cross	Thunder Cross	Thunder Cross	Thunder Cross	Ramuh				
Chaos	Confusion	Confusion	Confusion	Confusion	Confusion	Ramuh	Ramuh	Ramuh	Ramuh	
Critical	Critical UP	Critical UP	Critical UP	Critical UP	Critical UP	Gravity				
Digging	Quake All	Quake All	Quake All	Quake All	Quake All	Titan				
Dwarf	Mini	Mini	Mini	Mini	Mini	Sylph	Sylph	Sylph	Sylph	
Flame	Fireball	Fireball	Fireball	Fireball	Fireball	Ifrit	Ifrit	Ifrit	Ifrit	
Frozen	Blizzard Storm	Blizzard Storm	Blizzard Storm	Blizzard Storm	Blizzard Storm	Shiva	Shiva	Shiva	Shiva	
Gambling	Critical UP	Critical UP	Critical UP	Critical UP	Critical UP	Random Summon	Random Summon	Random Summon		
Healing	Drain Up	Drain Up	Drain Up	Drain Up	Drain Up	Unicorn	Unicorn	Unicorn	Unicorn	Unicorn
Holy	Magic Up	Magic Up	Magic Up	Magic Up	Magic Up	Holy	Holy	Holy	Holy	Holy
Hurricane	Aero All	Aero All	Aero All	Aero All	Aero All	Sylph	Sylph	Sylph	Sylph	
Iron	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Exp Up	Exp Up	Exp Up	Exp Up	
Kiai	Atk Up	Atk Up	Atk Up	Atk Up	Atk Up	Doom	Doom	Doom	Doom	Doom
Order	Miss Down	Miss Down	Miss Down	Miss Down	Miss Down	Shiva	Shiva	Shiva	Shiva	Shiva
Vibro	Max HP UP	Max HP UP	Max HP Up	Max HP Up	Max HP Up	Drill Shoot	Drill Shoot	Drill Shoot	Drill Shoot	Drill Shoo
Weak	Power Shoot	Power Shoot	Power Shoot	Power Shoot	Power Shoot	Phoenix	Phoenix	Phoenix	Phoenix	
Wood	Dodge Up	Dodge Up	Dodge Up	Dodge Up	Dodge Up	Recover HP Up	Recover HP Up	Recover HP Up	Recover HP Up	Recover HP Up
Poison	Poison	Poison	Poison	Poison	Poison	Power Up		Power Up	Power Up	Power Up
Frog	Frog	Frog	Frog	Frog	Frog	Super Shoot	Super Shoot	Super Shoot	Super Shoot	
Life	Haste	Haste	Haste	Haste	Haste	Phoenix	Phoenix	Phoenix	Phoenix	
Cross	Remove	Remove	Remove	Remove	Remove	Holy	Holy	Holy	Holy	
Silent	Silence	Silence	Silence	Silence	Silence	Ifrit	Ifrit	Ifrit	Ifrit	
Crystal	Flare	Flare	Flare	Flare	Flare	Carbuncle	Carbuncle	Carbuncle	Carbuncle	
Mythril	Critical Up	Critical Up	Critical Up	Critical Up	Critical Up	Atk Up	Atk Up	Atk Up	Atk Up	
Grudge	Atk Up	Atk Up	Atk Up	Atk Up	Atk Up	Bio	Bio	Bio	Bio	
Multi	Recover Up	Recover Up	Recover Up	Recover Up	Recover Up	Odin	Odin	Odin	Odin	
Titan	Ultima	Ultima	Ultima	Ultima	Ultima	Asura	Asura	Asura	Asura	
Slowpoke	Slow	Slow	Slow	Slow	Slow	Titan	Titan	Titan	Titan	
Genji's	–	–	–	–	–	Ultima	Ultima	Ultima	Ultima	
King's Claw	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Holy Feather	Holy Feather	Holy Feather	Holy Feather	Holy Feather
Spin-Kick	Meteor	Meteor	Meteor	Meteor	Meteor	Bahamut	Bahamut	Bahamut	Bahamut	Bahamut
Summon Up	–	–	–	–	–	Arc	Arc	Arc	Arc	Arc
Sleep	Sleep	Sleep	Sleep	Sleep	Sleep	–	–	–	–	–
Brandname	–	–	–	–	–	Meteorite	Meteorite	Meteorite	Meteor	Meteor

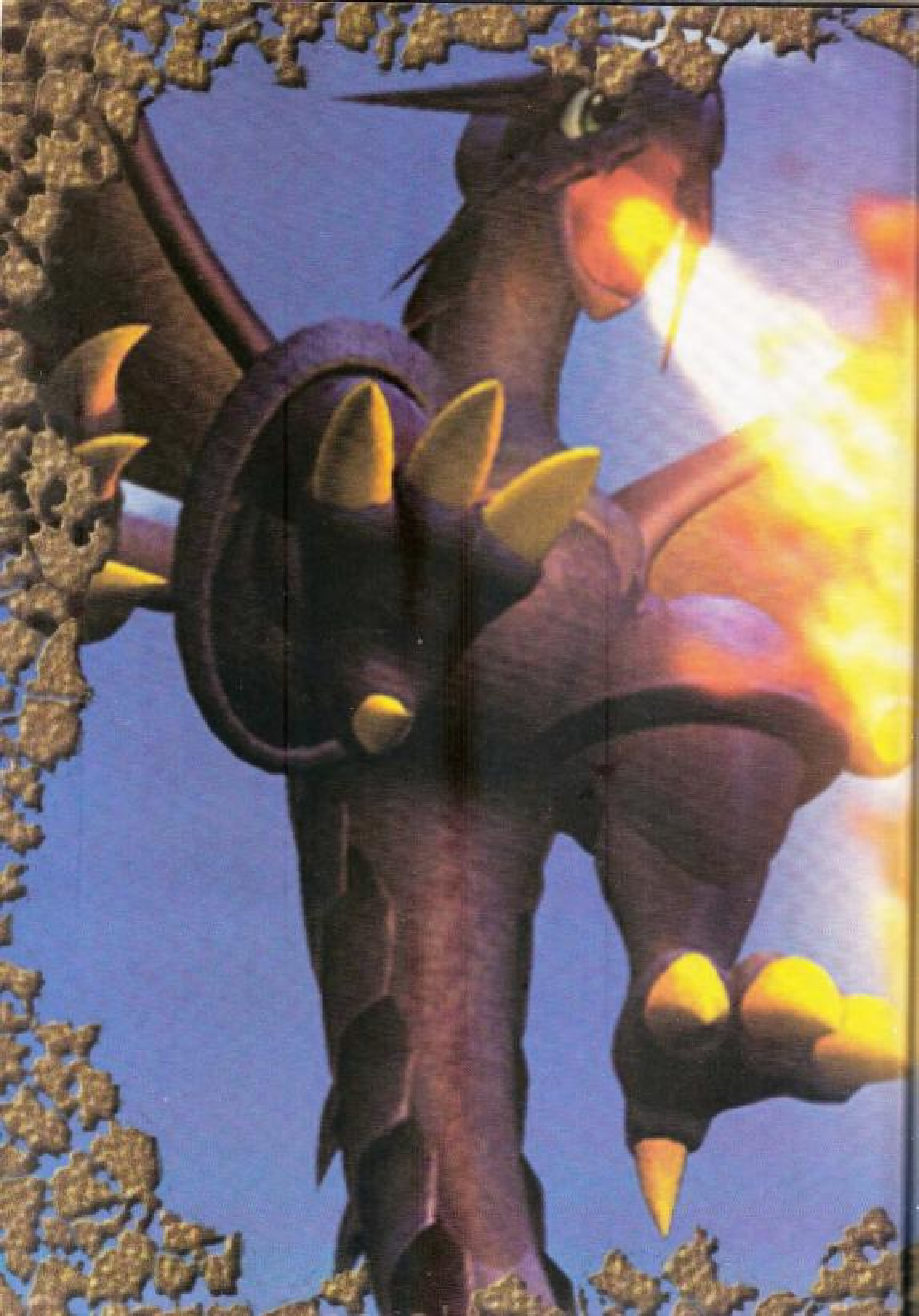
Saddle Break Feather Chart

If you've combined two Saddles that result in a new one that reaches a +1 Level or above, you have a chance of getting a Feather when the Saddle breaks. The following information shows which Saddles at what levels give you certain Feathers.

law Name	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10 (over)
randname	–	–	–	–	–	Meteorite	–	–	–	Bahamut
ain	Confusion	Confusion	Confusion	Confusion	Confusion	Ramuh	Ramuh	Ramuh	Ramuh	
Counter	Bio	Bio	Bio	Bio	Bio	Odin	Odin	Odin	Odin	
arth	Quake All	Quake All	Quake All	Quake All	Quake All	Titan	Titan	Titan	Titan	
Flame	Fireball	Fireball	Fireball	Fireball	Fireball	Ifrit	Ifrit	Ifrit	Ifrit	
ron	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Max HP Up	Exp Up	Exp Up	Exp Up	Exp Up	
King's	Max HP Up	Max Up	Max HP Up	Max HP Up	Max HP Up	Holy	Holy	Holy	Holy	
ite	Haste	Haste	Haste	Haste	Haste	Random Summon	Random Summon	Random Summon	Random Summon	
Mirage	Remove	Remove	Remove	Remove	Remove	Meteor	Meteor	Meteor		
Mythril	Critical Up	Critical Up	Critical Up	Critical Up	Critical Up	Defense Up	Defense Up	Defense Up	Defense UP	
No Dwarf	Mini	Mini	Mini	Mini	Mini	Sylph	Sylph	Sylph	Sylph	
No Silence	Silence	Silence	Silence	Silence	Silence	Ifrit	Ifrit	Ifrit	Ifrit	
No-Sleep	Sleep	Sleep	Sleep	Sleep	Unicorn	Unicorn	Unicorn		Unicorn	
Reflect	Gravity	Gravity	Gravity	Gravity	Gravity	Phoenix	Phoenix		Phoenix	Phoenix
Ribbon	Ultima	Ultima	Ultima	Ultima	Ultima	Bahamut	Bahamut	Bahamut	Bahamut	
Wind	Aero All	Aero All	Aero All	Aero All	Aero All	Sylph	Sylph	Sylph	Sylph	
Wood	Dodge UP	Dodge UP	Dodge Up	Dodge Up	Dodge Up	Recover Up	Recover Up			
Weak	Slow	Slow	Slow	Slow	Slow	Phoenix	Phoenix	Phoenix	Phoenix	
Crystal	Flare	Flare	Flare	Flare	Flare	Carbuncle	Carbuncle	Carbuncle	Carbuncle	
Genji's	Def Up	Def Up	Def Up	Def Up	Def Up	Def Up	Def Up	Def Up	Def Up	Def Up
Sp Def Up	Grudge	Grudge	Grudge	Grudge	Grudge					

Note

To get the Energy Up Feather you must complete the game once. Then when you finish subsequent dungeons, you have a random chance to receive the Energy Up Feather.



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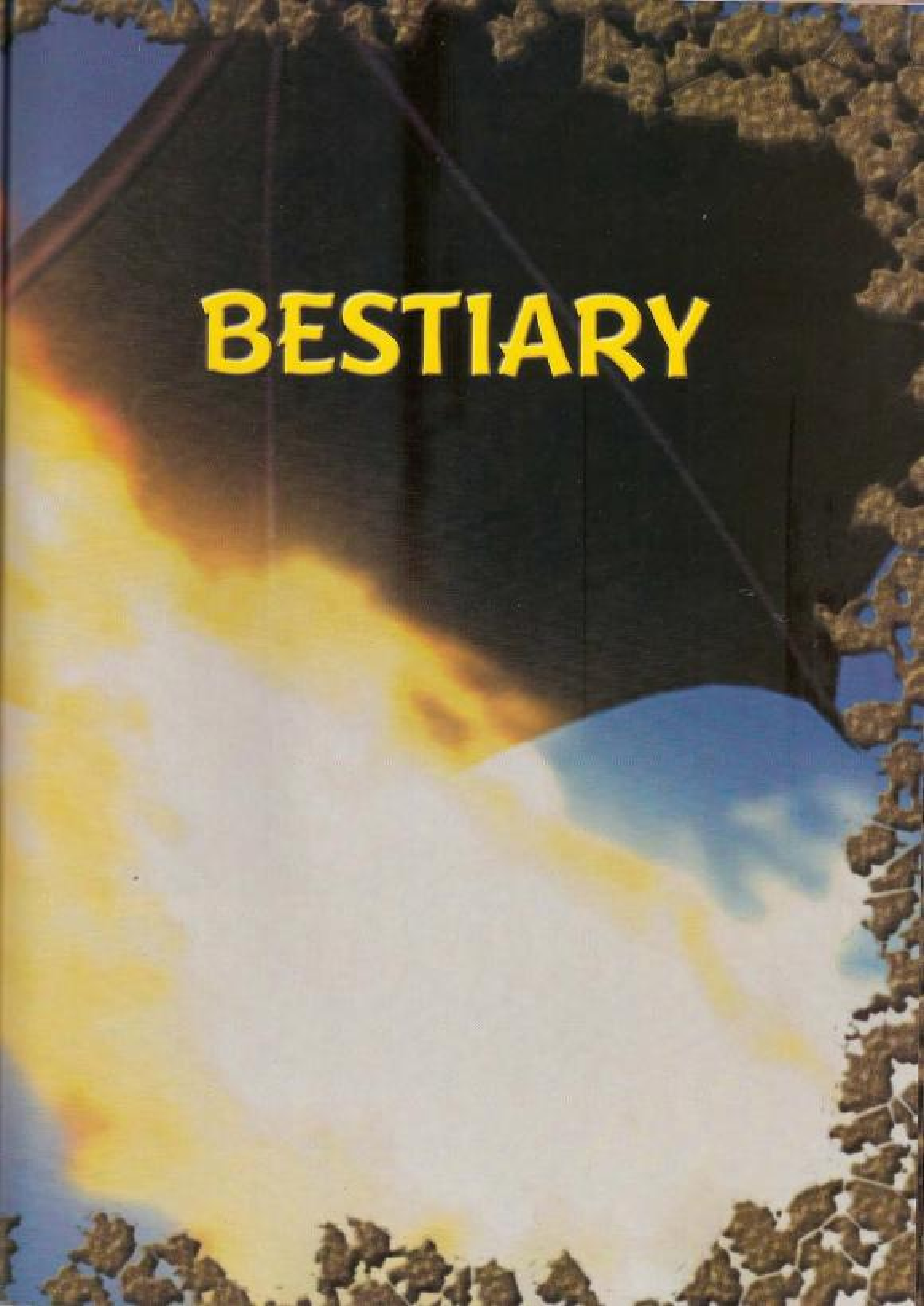
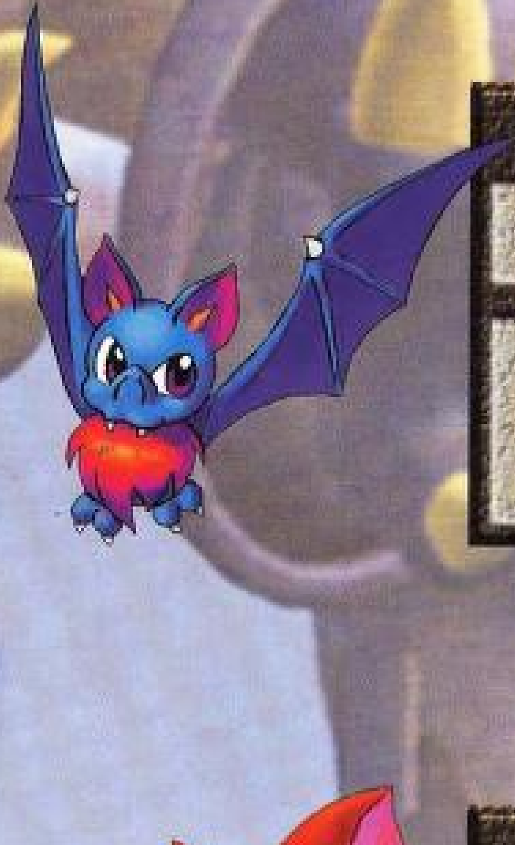


Bestiary

The wide assortment of monsters you run into in *Chocobo's Dungeon 2* is mighty impressive. Each of the enemies has three forms that you'll meet over the course of the game that are listed in the heading called "Also Known as...". If an enemy defeats another monster in a dungeon, it transforms into its higher form.

Some creatures have different weaknesses and strengths, even if they belong to the same group, so make sure you check its attributes carefully. Most of the following monsters can be found in the main game of *Chocobo's Dungeon 2,* but there are quite a few that you won't find until you play through the "Rebuilt Dungeons" after you've finished.



Bat

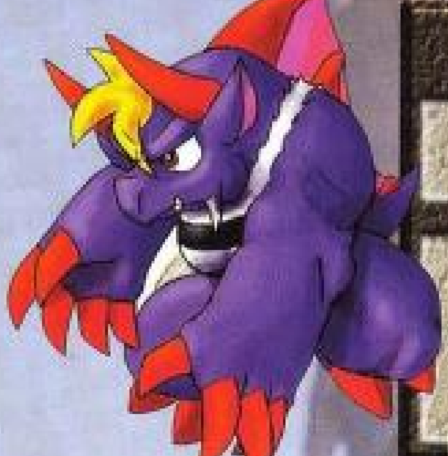
38–60 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Fire (01), Holy (01), Wind (02, 03)

Special Attacks
Quick Escape (01)
Vampire Form (01)
Slow Bite (02, 03)

Also Known as...
01: Werebat
02: Giant Bat
03: Steel Bat



Behemoth

120–240 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Tackle

Also Known as...
01: Behemoth
02: King Behemoth
03: Evil Behemoth

Black Mage

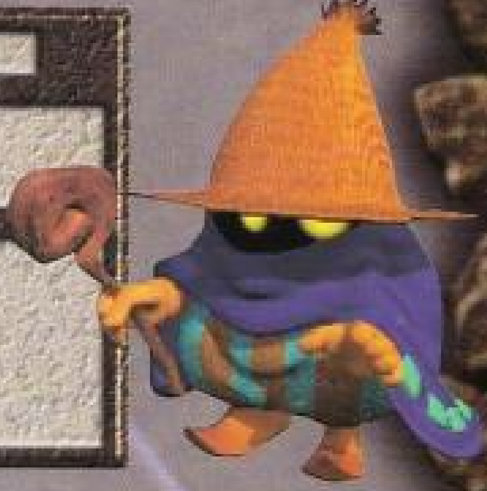
HP 5–15

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Cast Magic

Also Known as...
01: Black Mage
02: Black Sorceror
03: Black Wizard



Bomb

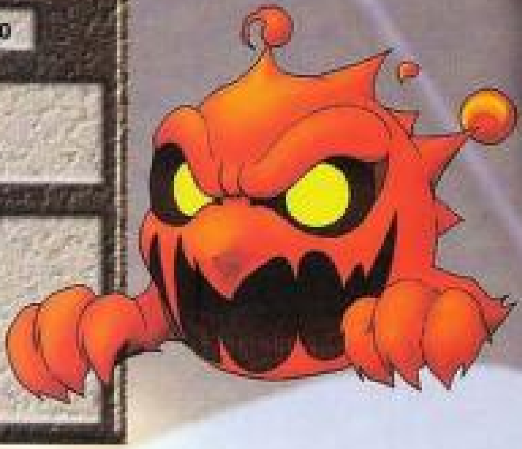
HP 100–200

Strong Vs.:
Fire

Weak Vs.:
Ice

Special Attacks
Explode
Build Steam

Also Known as...
01: Bomb
02: Grenade
03: Napalm



Cactus

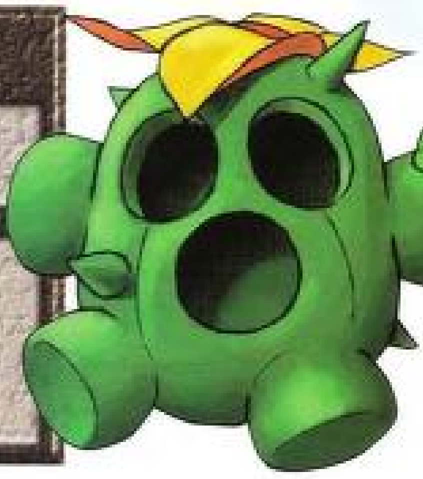
HP 20–100

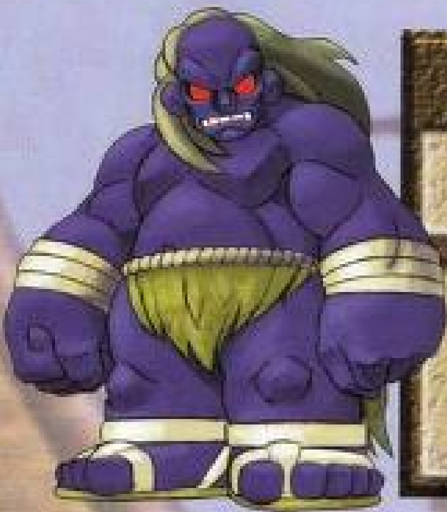
Strong Vs.:
Nothing

Weak Vs.:
Fire

Special Attacks
Throw Gil
Drop Gil
Poison Spines (02)
Confusion (03)

Also Known as...
01: Cactus
02: Cactuar
03: Crazy Cactus





Dark Titan

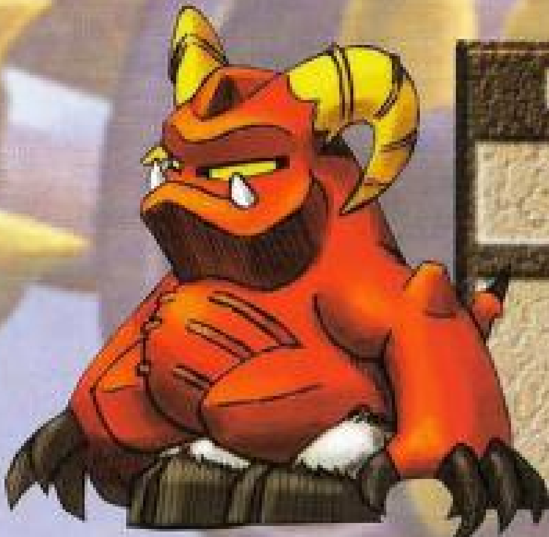
70-250 **HP**

Strong Vs.:
Wind

Weak Vs.:
Nothing

Special Attacks
Earth's Cry (01)
Earth's Anger (02)
Earth's Revenge (03)
Break Wall

Also Known as...
01: Dark Titan
02: Grim Titan
03: Blood Titan



Demon

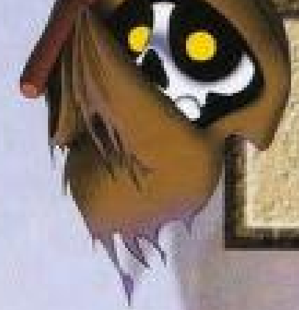
150-300 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Holy

Special Attacks
Suck Energy

Also Known as...
01: Demon
02: Balrog
03: Mephis



Doom

3200-32,000 **HP**

Strong Vs.:
All

Weak Vs.:
Nothing

Special Attacks
Doom Scythe
Chase

Also Known as...
01: Store Keeper
02: Loot Keeper
03: Life Keeper

Dragon

HP 150~180

Strong Vs.:

Nothing (01), Lightning (02), Fire (03)

Weak Vs.:

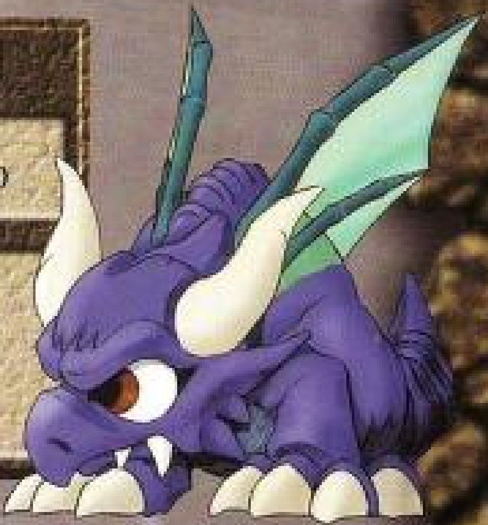
Nothing (01), Wind (02), Ice (03)

Special Attacks

Quake Breath (01)
Blitz Breath (02)
Fire Breath (03)

Also Known as...

01: Holy Dragon
02: Dark Bahamut
03: Red Dragon



Eater

HP 16~60

Strong Vs.:

Nothing

Weak Vs.:

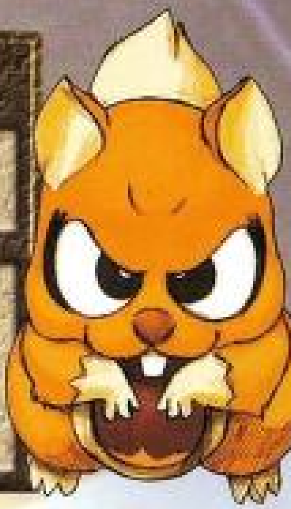
Nothing

Special Attacks

Throw Nuts (01)
Curse Nut (02)
Chaos Nut
Eat Nuts

Also Known as...

01: Nut Eater
02: Skull Eater
03: Item Eater



Elephant

HP 90~160

Strong Vs.:

Ice

Weak Vs.:

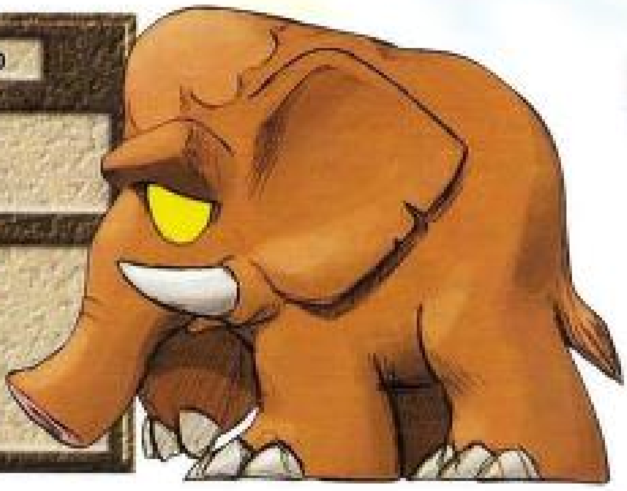
Fire

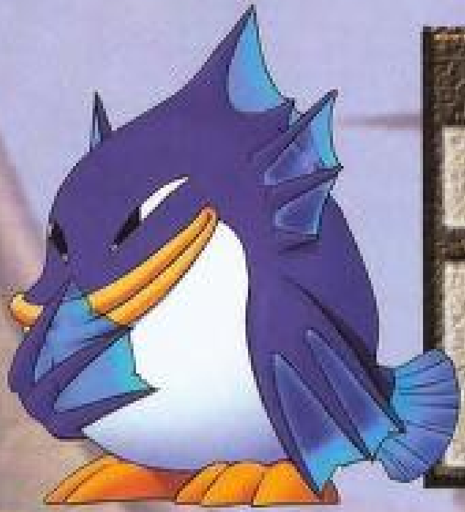
Special Attacks

Strike
Charge

Also Known as...

01: Elephant
02: Mammoth
03: Rabid Mammoth





Fishman

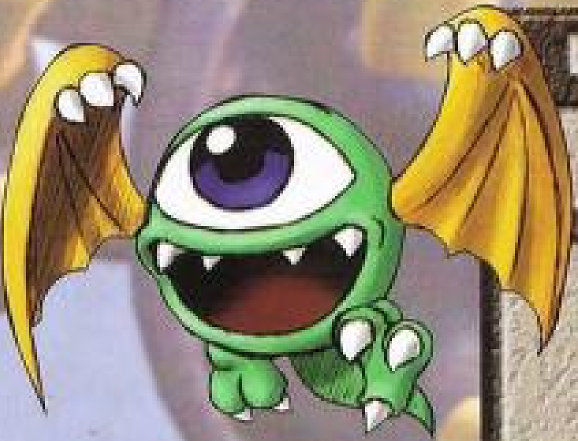
32~80 **HP**

Strong Vs.:
Ice, Wind

Weak Vs.:
Fire

Special Attacks
Blizzard
Water Walk

Also Known as...
01: Sahagin
02: Merman
03: Triton



Floating Eye

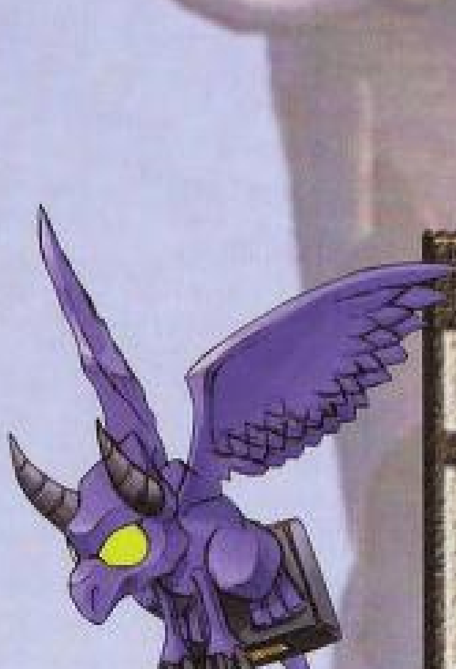
25~150 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Wind

Special Attacks
Mini Attack
Flap Around

Also Known as...
01: Floating Eye
02: Ahriman
03: Flying Eye



Gargoyle

65~135 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Aero Attack
De-Petrify

Also Known as...
01: Gargoyle
02: Margoyle
03: Doomwing

Ghost

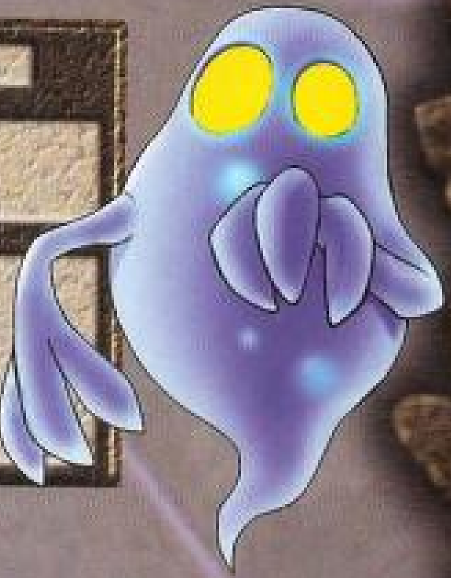
HP 60~150

Strong Vs.:
Lightning

Weak Vs.:
Wind, Holy

Special Attacks
Thunder (01)
Thundara (02)
Thundaga (03)
Possess
Levitate

Also Known as...
01: Neon
02: Shadow
03: Phantom



Gnome

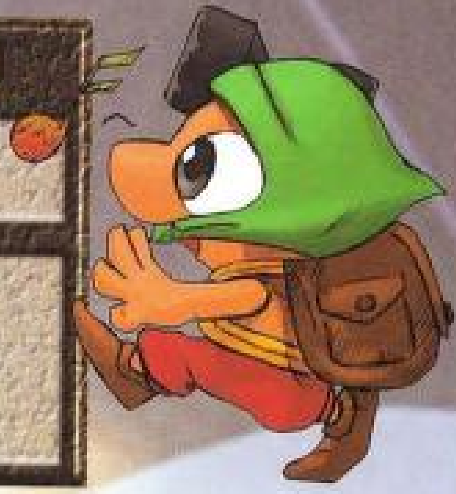
HP 25~80

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Landmine

Also Known as...
01: Gnome
02: Kobold
03: Spriggan



Goblin

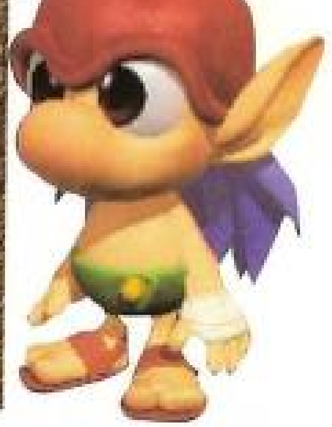
HP 8~50

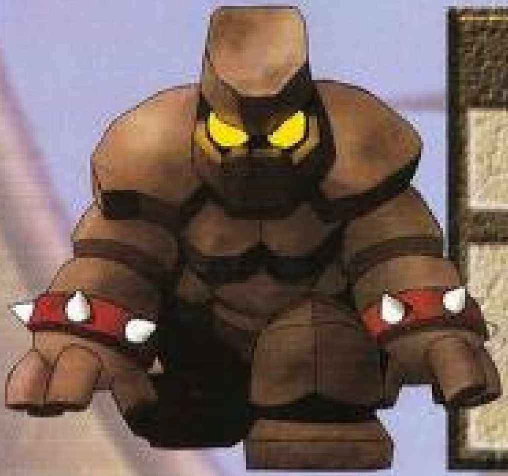
Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Head Butt
Bully A Guz (01)
Bully a Kuz (02)
Done Bullying (03)

Also Known as...
01: Goblin
02: Dark Goblin
03: Black Goblin





Golem

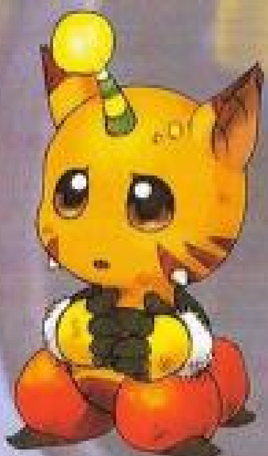
30~100 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Spin Hit
Break Doors (01)
Break Door (02, 03)

Also Known as...
01: Clay Golem
02: Golem
03: Iron Golem



Guz

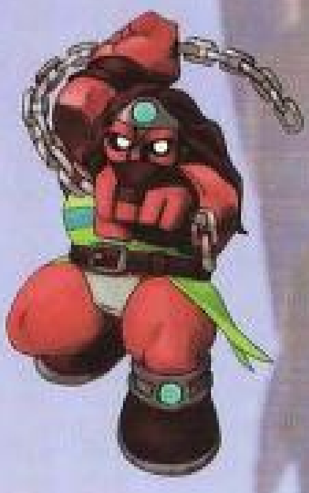
8~50 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Holy

Special Attacks
Whimper
Squealin' Mad
Scamper

Also Known as...
01: Guz
02: Kuz
03: Buz



Hill Gigas

130~250 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Chain Scythe
Guard Stairs

Also Known as...
01: Butcher
02: Hill Gigas
03: Gigas Boss

Imp

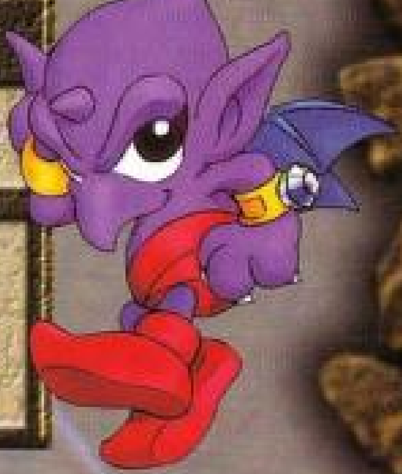
HP 20~75

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Forced Warp
Ride Robo

Also Known as...
01: Imp
02: Gremlin
03: Baby Demon



Imp Robo

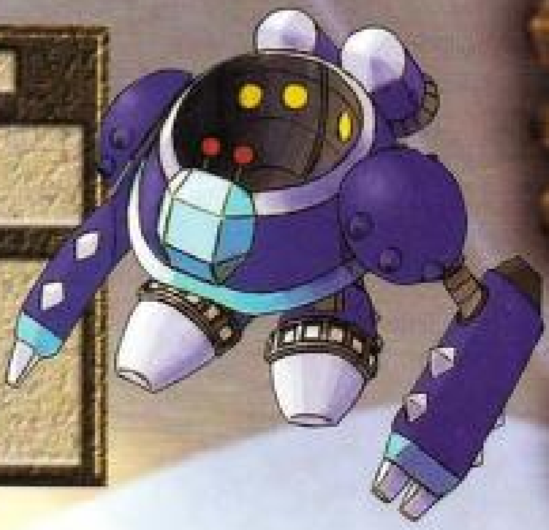
HP 65~200

Strong Vs.:
Nothing

Weak Vs.:
Lightning

Special Attacks
Drob Bomb
Self Detonate

Also Known as...
01: Imp Robo #1
02: Imp Robo #55
03: Imp Robo #88



Lamia

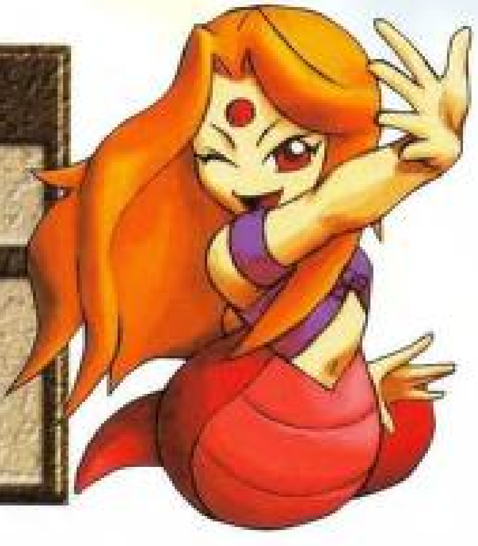
HP 35~100

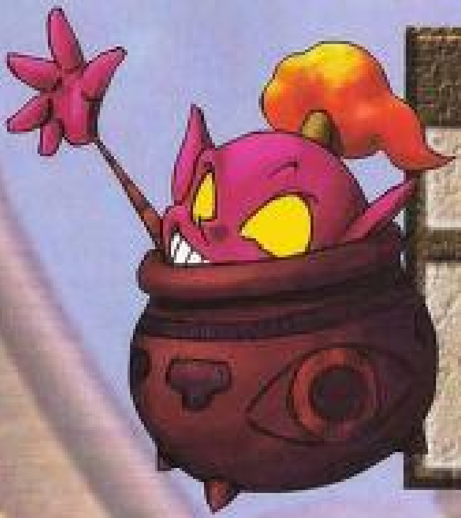
Strong Vs.:
Fire

Weak Vs.:
Ice

Special Attacks
Charm
Fire Magic

Also Known as...
01: Lamia
02: Lamia Queen
03: Lamadonna





35~96 **HP**

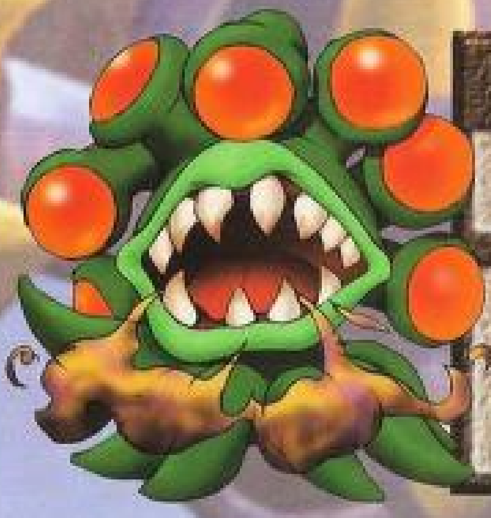
Magic Pot

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Teleport
Throw Potion
Peek-A-Boo!

Also Known as...
01: Magic Pot
02: Sorcerer Pot
03: Wizard Pot



55~76 **HP**

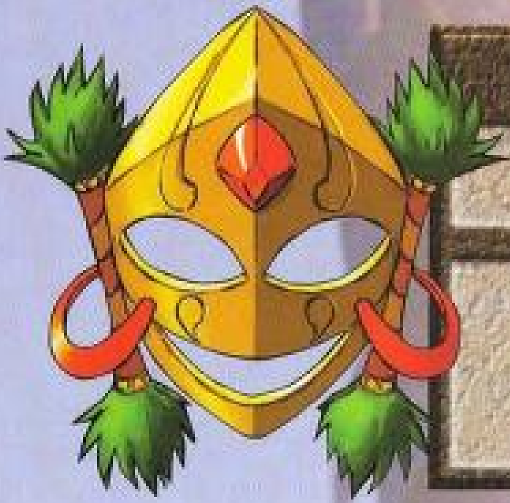
Malboro

Strong Vs.:
Nothing

Weak Vs.:
Fire

Special Attacks
Chaos Breath
Poison Grasp (02)

Also Known as...
01: Malboro
02: Malboro Ghoul
03: Great Malboro



103~210 **HP**

Mask

Strong Vs.:
Spells

Weak Vs.:
Nothing

Special Attacks
Amnesia
Reflect!

Also Known as...
01: Mask
02: Stone Mask
03: Doom Mask

MiniMage

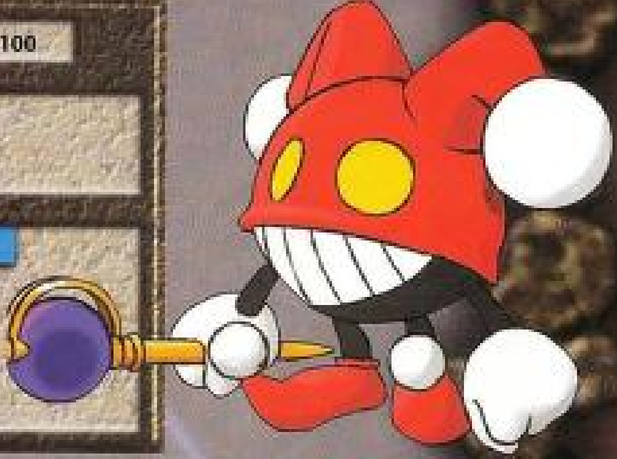
HP 18~100

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Drain Novice (01)
Practice Drain (02)
Cast Drain (03)
Hit Tonberry

Also Known as...
01: MiniMage
02: Mini Druid
03: Mini Wizard



Mist Dragon

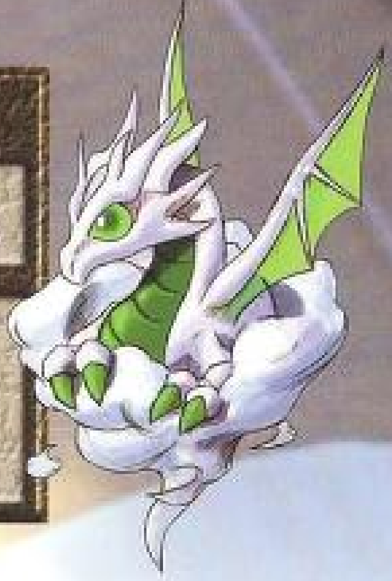
HP 130~150

Strong Vs.:
Ice (01), Wind (02), Nothing (03)

Weak Vs.:
Fire (01), Lightning (02), Nothing (03)

Special Attacks
Icy Breath (01)
Aero Breath (02)
Drain Breath (03)

Also Known as...
01: Mist Dragon
02: Shadow Dragon
03: Spirit Dragon



Mole

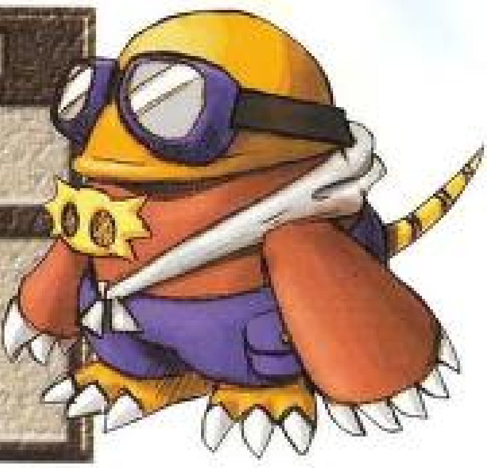
HP 47~136

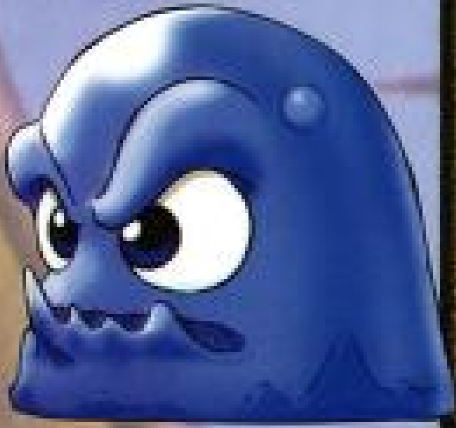
Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Dig Thru Walls
Find Stones

Also Known as...
01: Mole
02: Badger
03: Jet Mole





Mousse

65-110 **HP**

Strong Vs.:

Ice (01), Fire (02), Wind (03)

Weak Vs.:

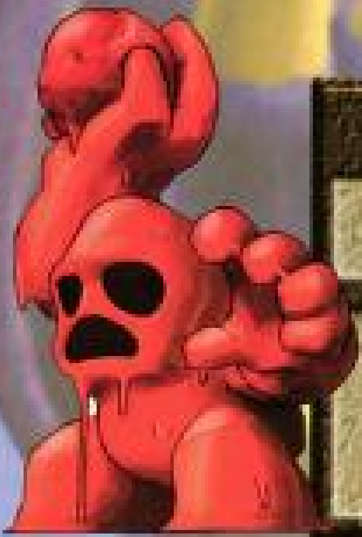
Fire (01), Ice (02), Lightning (03)

Special Attacks

Jump Attack
Split in Two

Also Known as...

01: Mousse
02: Pudding
03: Jelly



Mudman

50-100 **HP**

Strong Vs.:

Fire (01), Ice (02), Nothing (03)

Weak Vs.:

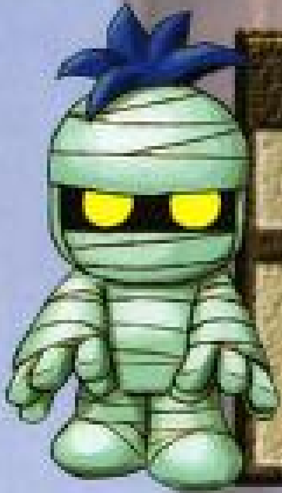
Ice (01), Fire (02), Nothing (03)

Special Attacks

Throw Magma (01)
Throw Ice (02)
Throw Mud (03)
Ambush

Also Known as...

01: Magman
02: Iceman
03: Mudman



Mummy

45-90 **HP**

Strong Vs.:

Nothing

Weak Vs.:

Fire, Holy

Special Attacks

Drain Energy

Also Known as...

01: Mummy
02: Grand Mummy
03: Pharaoh Mummy

Octopus

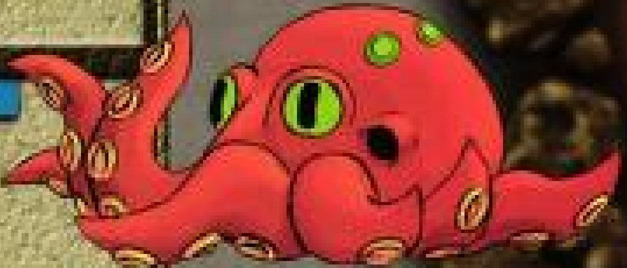
HP 42~80

Strong Vs.:
Wind

Weak Vs.:
Lightning

Special Attacks
Spurt Ink
Slow on Land

Also Known as...
01: Devilfish
02: Octopus
03: Kraken



Ogre

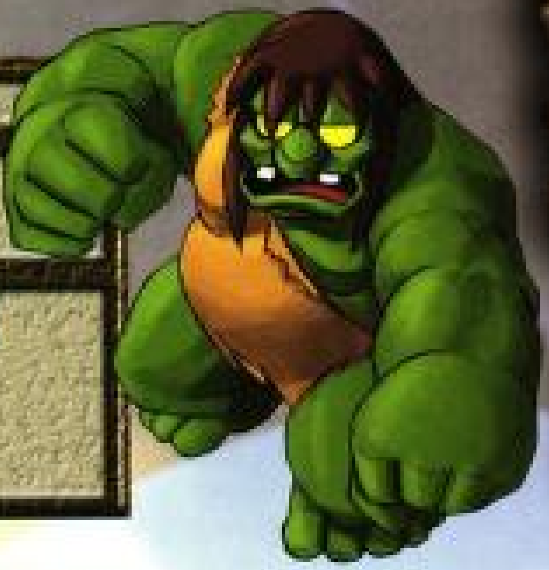
HP 75~100

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Bash

Also Known as...
01: Ogre
02: Berserk Ogre
03: Ogre Chief



Onion

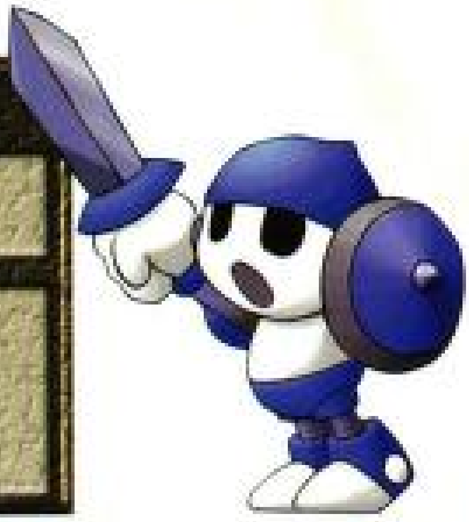
HP 20~120

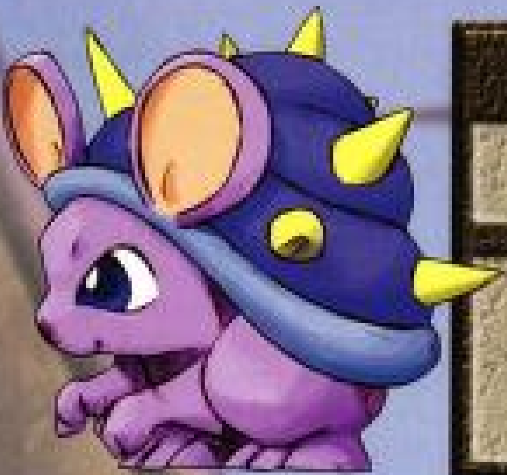
Strong Vs.:
Ice

Weak Vs.:
Lightning

Special Attacks
Peel Equipment

Also Known as...
01: Onion
02: Toy Soldier
03: Metal Hitman





12-36 **HP**

Porcupine

Strong Vs.:

Nothing

Weak Vs.:

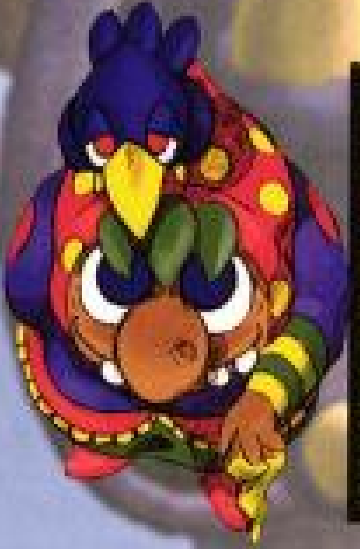
Nothing

Special Attacks

Ball Defense
Spin Needle (01)
Needleburst (02)
Needle Blast (03)

Also Known as...

01: Hedgehog
02: Gallinghog
03: Needle Master



25-78 **HP**

Puppeteer

Strong Vs.:

Nothing

Weak Vs.:

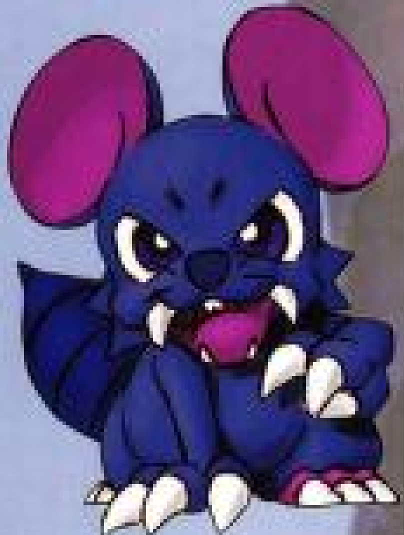
Nothing

Special Attacks

Release Bird (01)
Call Monster (01)
Bird Chase (02)
Call Undead (02)
Bird Attack (03)
Call Demon (03)

Also Known as...

01: Puppeteer
02: Necromancer
03: Summoner Hag



10-48 **HP**

Rat

Strong Vs.:

Nothing

Weak Vs.:

Nothing

Special Attacks

Cast Haste
Poison Fangs (03)

Also Known as...

01: Wild Rat
02: Sewer Rat
03: Giant Rat

Roller

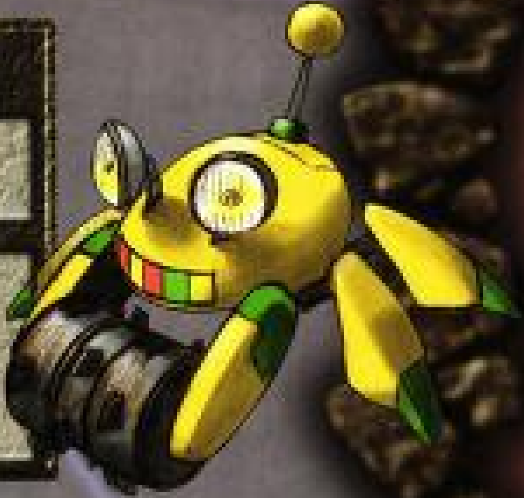
HP 60~240

Strong Vs.:
Wind

Weak Vs.:
Lightning

Special Attacks
Kamikaze
Explode

Also Known as...
01: Grand Roller
02: Drum Roller
03: Grim Roller



Skeleton

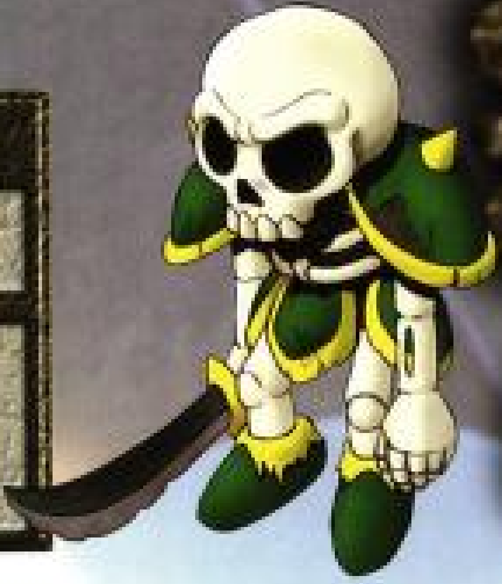
HP 25~75

Strong Vs.:
Nothing

Weak Vs.:
Fire, Holy

Special Attacks
Poison Gas
Regenerate
Chaos Gas (03)

Also Known as...
01: Skeleton
02: Blood Skeleton
03: Doom Knight



Slug

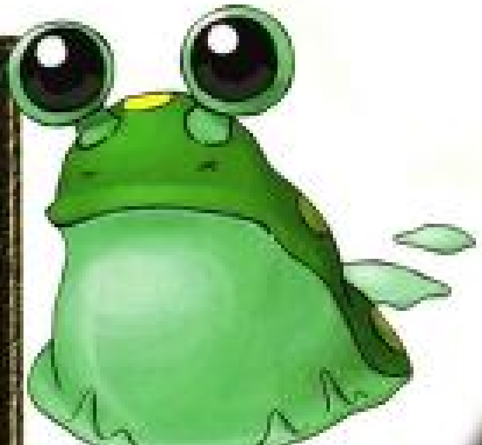
HP 35~140

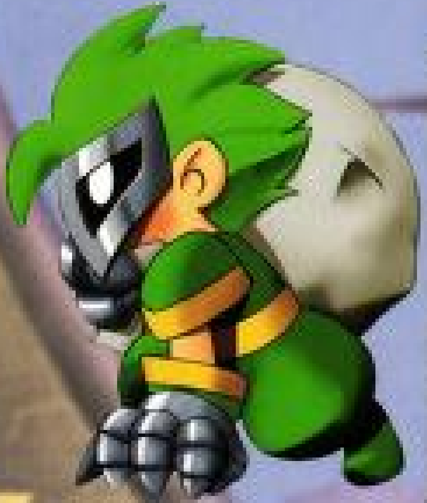
Strong Vs.:
Ice

Weak Vs.:
Fire

Special Attacks
Slime!
Cause Rot (01)
Rot Equipment (02)
Rot Items (03)

Also Known as...
01: Rock Slug
02: Garden Slug
03: Slimy Slug





Thief

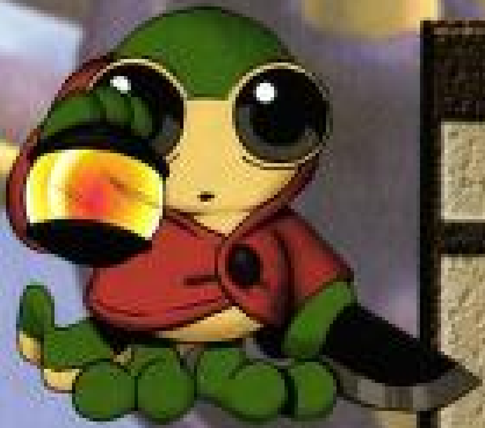
35-80 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Steal Item
Warp Escape

Also Known as...
01: Thug
02: Thief
03: Burglar



Tonberry

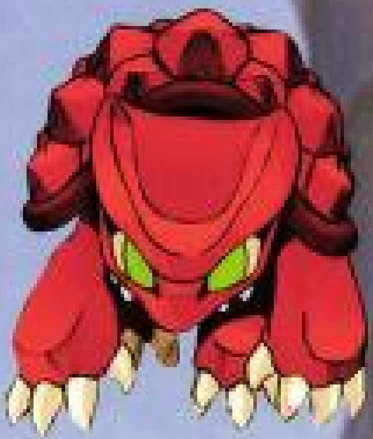
25-100 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Lantern
Getting Even

Also Known as...
01: Tonberry Jr.
02: Tonberry
03: Tonberry Sr.



Turtle

40-118 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Nothing

Special Attacks
Spin Attack
Hide in Shell

Also Known as...
01: Land Turtle
02: Large Turtle
03: Huge Turtle

Toad

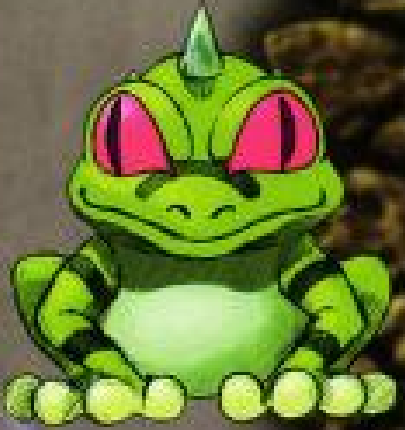
HP 48~182

Strong Vs.:
Nothing

Weak Vs.:
Fire, Ice

Special Attacks
Frog Water
Cross Swamp

Also Known as...
01: Toad
02: Poison Toad
03: Giant Toad



Treeman

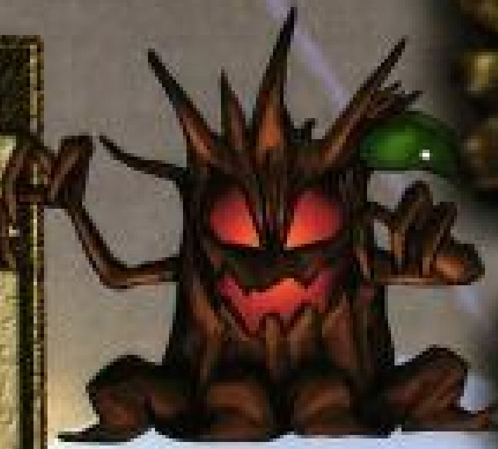
HP 55~100

Strong Vs.:
Ice

Weak Vs.:
Fire

Special Attacks
Tree Form

Also Known as...
01: Mamon
02: Wood Eyes
03: Mandrad



Vampire

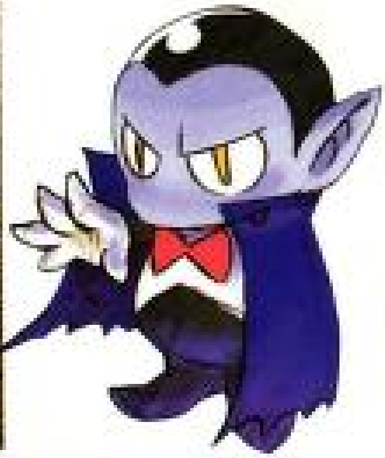
HP 50~150

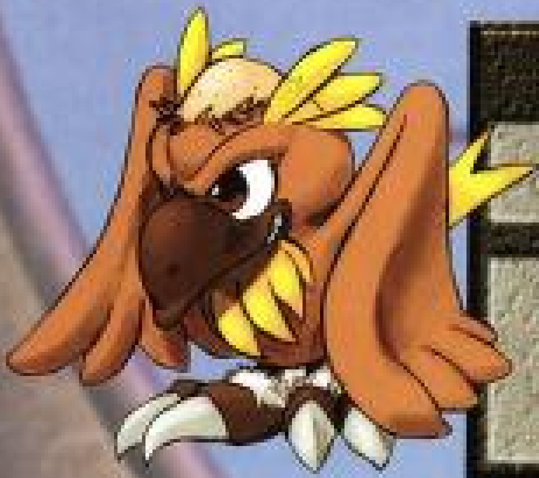
Strong Vs.:
Nothing

Weak Vs.:
Fire, Holy

Special Attacks
Level Drain
Bat Form
Suck Blood

Also Known as...
01: Vampire
02: Lich
03: Demi-Lich





Vulture

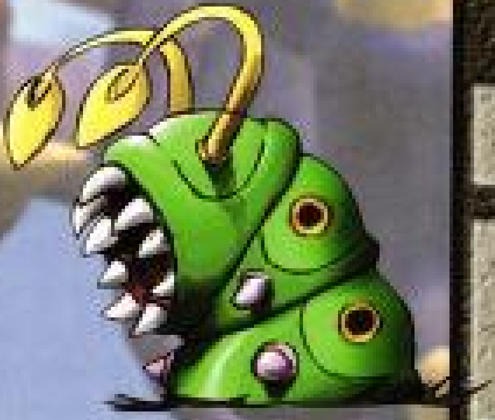
90~150 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Fire, Wind

Special Attacks
Dive Attack
Prey on Weak

Also Known as...
01: Vulture
02: Condor
03: Cokatolis



Worm

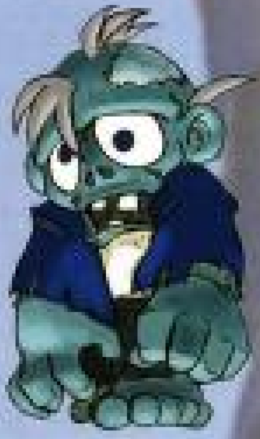
53~146 **HP**

Strong Vs.:
Wind

Weak Vs.:
Fire

Special Attacks
Sleep Spittle
Burrow
Poison (03)

Also Known as...
01: Worm
02: Blood Worm
03: Poison Worm



Zombie

75~280 **HP**

Strong Vs.:
Nothing

Weak Vs.:
Fire, Holy

Special Attacks
Slow Gas

Also Known as...
01: Zombie
02: Revenant
03: Ghoul

Bosses & Others

Each time you defeat a Boss in a dungeon, a statue of it appears in the basement of the Black Mage's Lab. The following information covers their strengths and weaknesses and their attacks.

Imp Robo #55

Strong Vs.: Nothing

Weak Vs.: Lightning

HP 500

Special Attacks
Punch
Steelball
Kick Bomb

Imp Robo #99

Strong Vs.: Nothing

Weak Vs.: Lightning

HP 2300

Special Attacks
Punch
Steelball
Kick Bomb

Glass Goth

Strong Vs.: Nothing

Weak Vs.: Fire, Holy

HP 2200

Special Attacks
Scratch
Jump Slash
Silence Flash
Mini Flash

Glass Goth Z

Strong Vs.: Nothing

Weak Vs.: Fire, Holy

HP 4000

Special Attacks
Bite
Mouth Beam

Komega

Strong Vs.: Nothing

Weak Vs.: Lightning

HP 500

Special Attacks
Slash

Glass Goth X

Strong Vs.: Nothing

Weak Vs.: Fire, Holy

HP 4500

Special Attacks
Scratch
Slash
Jump

Omega

Strong Vs.:	Weak Vs.:	HP	Special Attacks
Nothing	Lightning	8000	Slash

Skullhammer

Strong Vs.:	Weak Vs.:	HP	Special Attacks
Nothing	Fire	910	Hammer Quakara Split Apart Recombine

Ultros

Strong Vs.:	Weak Vs.:	HP	Special Attacks
Nothing	Lightning	1500	Munch Munch Drain Tentacle

Leviathan

Strong Vs.:	Weak Vs.:	HP	Special Attacks
Ice	Fire	6000 (Head) 3000 (Tail)	Gnaw Drain Blizzard Tail Attack

Summoned Creatures

The following is a list of the different creatures you can summon with Magic Stones. Their spells affect every enemy on-screen. After using a Magic Stone, the corresponding statue appears in the Black Mage Lab's Basement.

- **Leviathan**
- **Ifrit**
- **Ramuh**
- **Shiva**
- **Sylph**
- **Unicorn**
- **Carbuncle**
- **Odin**
- **Bahamut**
- **Asura**
- **Phoenix**

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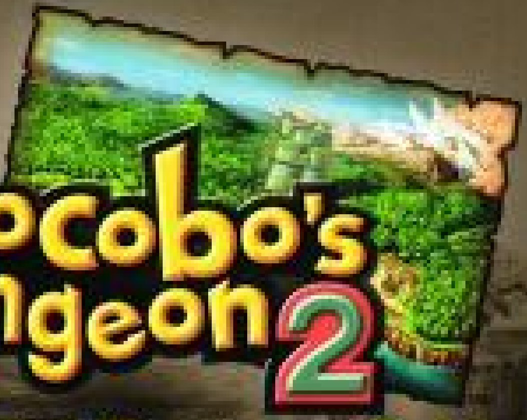

Chocobo's Dungeon 2
Official Strategy Guide

Chocobo and Mog are about to embark on a challenging journey through lots of dark, mysterious dungeons. Along the way, they'll fight creepy creatures and other villains as they search for treasure beyond their wildest dreams.

You're not afraid of dark, spooky dungeons are you? If not, let the adventure begin!

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- A complete **Bestiary** of all the enemy-infested dungeons
- Need help on defeating a particularly nasty enemy, or having trouble staying healthy? Check out the **Items**, **Weapons**, and **Spells** section for all the details.
- **Game Secrets!**

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